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-THE FIRST REVIEW

+video

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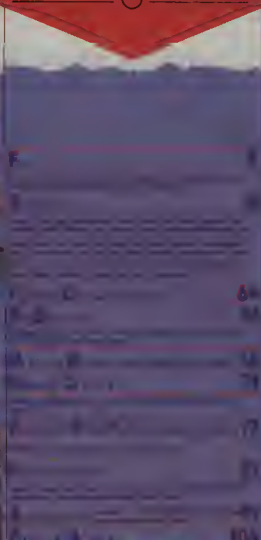
Win a trip to DisneyWorld in our great competition P74



Barbarian - get a first look at this summer's hottest game P100.



Meet C+VG's Playmasters champ on P40



...to Editors' ... The word is ...

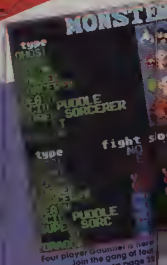
Mailbag The bit you write.

Out To Lunch

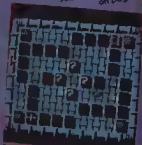
Blacks is out to lunch who andin West Shorter known as Barbarian and others you the chance to win a signed copy of one of his classic videos.

112

114



Four player Gannet is here Join the gang of four on page 38



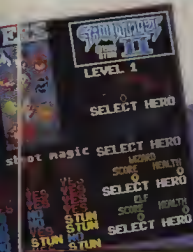
OOPst the Big Apple's first game - and it's not at all bad. P44.



It's horrible! It's terrifying! It's Aaaa! P

Don't miss...

Let the good times scroll... C+VG is back to let you have it right between the eyes. Summer's here and the time is right for *Last Ninja II*. System 3's newie will leave you punch drunk. It's the same strictly for



...the same strictly for

The Last (?) Ninja returns to sort out New York's corrupt Police Force. P18



USING

HOLDING



Mean Machines. P108.

Super Gianni Sisters. P53.



At last! That feisty foxstress Vixen is here! P52



Wayne S. Gamer turns fantasy into reality yet again. P62



Get armed to the teeth with this summer's hottest weapon. Fox P.14.



Adag P41.

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Fax

Mick's up!

G'day! Michael J Dundee's the name — but you can call him 'Crocodile'.

The superhero from Walkabout Creek is back! Shackled up with glamorous reporter Sue Charlton in a luxury New York apartment, he still goes fishing in the Statue of Liberty's shadow.

'Crocodile' Dundee II (PG) keeps all the comedy of the outback innocent in New York — then adds a pyrotechnic thriller plot. But instead of car chases we get shakes, bails and an army of aborigines.



Ere we go, ere we go!



Just in time for the European football championships comes **Peter Beardsley's International Football**. You can choose teams from amongst the European nations, decide the lengths of the matches, and make your way through the qualification games to the final. Launched on ST and Amiga in June, with the C64 to follow soon, and the Spectrum, Amstrad and (possibly) MSX in July.

Star Ray



Some great Amiga games coming out of Germany these days, and one of the nicest is **Star Ray** from Logotron: a shoot 'em up available in late June. Basically this is *Defender* 1968 edition, where you flip back and forth over a planet surface wiping out incoming aliens. Goldrunner programmer Slave Bek is putting together an ST version in this country.

Car Wars!

Loads of games with hi tech armoured cars in, these days, and one of the nicest looks to be **Fire and Forget** from Titus. French **Crazy Cars**. This game features possibly the craziest car of the all, what with 'triple turbo V16, thermonuclear missiles, blah, blah, blah, on a mission to bring peace to six separate wars — by what ever means available! Lots of enemy mines, incoming helicopters and other nasties to face. Nice 3D screen effect on the 16 bit versions (ST and Amiga £24.99), though what they'll look like on the soon-to-be released Spectrum 8/99, C64 (£9.99) or Amstrad (cass £9.99, disk £14.99) is anybody's guess.



Nearly as trendy as Lucozade are these new bottles of New York Seltzer, apparently the USA's number one soft drink, though I'll bet Coca-Cola have something to say about that. Around 30p a bottle

plenty of fizz



Fighting your way out of a hellish fantasy world through battle and bribery is the order of the day in Hewson's new **Netherworld**, programmed by some strange geezer billed as Charlie T, the Flying Finn. Out in August

the flying finn

The PC Plods

When will the **PC Engine** hit these shores? That is the question which everyone's lips judging from the number of phone calls we and markets NEC's London office get.

You are the cause of all our troubles... said their Mr Yasui, going on to explain that the long term purpose of the PC Engine is to provide the core for numerous sophisticated home entertainment systems, rather than as a games machine. Yo! We have! wait



Long wet summer

Wildest waterguns we've seen this summer are these wicked weapons. Entertech's Motorised with ranges up to thirty feet, no cats, dogs or C+VG staffers we're safe on their arrival at the offices.

The AK Centerfire (around £8.99) has two refillable water clips, so while the others reload, you simply soak The

Water Hawk (£8.99) is a high powered weapon in trendy green tiger skin, while the Saturator (£7.99) shoots huge bursts of water without the aid of batteries.

Harder to carry with you at all times for surprise blasting is the Bushwacker (£4.99, available in green or orange) but wildest of all have to be The Gloopster (£5.99) which shoots globs of green gunge up to 25 feet. Luckily safe, non-toxic and washable... but messy.

The scary thing is there are plenty more where they came from, meaning that even if it shines this 'll be the wettest summer on record.



Charts

For mid May, compiled by Gallup

ALL FORMATS COMBINED

1	STEVE DAVIS SHOOTER (JELLIE) (BROOK)
2	SHOOT BUSTERS (MASTERTRONICS)
3	WY OF THE EXPLODING BRT (MASTERTRONICS)
4	SHOOT MACHINE SIMULATOR (CODE MASTERS)
5	PLAN HARE MASTER (BROOK)
6	OUT BRT (BROOK) US ONLY
7	SHOOT FREE SIMULATOR (CODE MASTERS)
8	BRT SIMULATOR (CODE MASTERS)
9	SHOOT BRT (ALTERNATIVE)
10	SHOOT BRT (ALTERNATIVE)

This is a chart made up of total sales across all systems, so obviously budget games are visible across all 6 sell formats are going to feature strongly. The highest selling game for this period, as the other hand, was Outrun on the ST. The first 15 game to ever reach this position.

ATARI ST

1	OUTRUN (U.S. GOLD)
2	CAPTAIN BLOOD (HYPOGRAM)
3	DEADEN COMMAND (S.A. GAMES)
4	DUNGEON MASTER (MINDSOFT)
5	SHOOTER (PENTAGON)
6	PLAN HARE (BROOK)
7	SHOOT BRT (BROOK)
8	SHOOT BRT (MASTERTRONICS)
9	SHOOT BRT (MASTERTRONICS)
10	SHOOT BRT (MASTERTRONICS)

Out Run, straight in at number one, is selling more than any game on the C64, the Spectrum or any other system, and at £18.99, that's a pretty little profit for US Gold.

AMSTRAD

1	STEVE DAVIS SHOOTER (BLUE BROADCAST)
2	SHOOT BUSTERS (CODE MASTERS)
3	SHOOT BUSTERS (CODE MASTERS)
4	WY OF THE EXPLODING BRT (MASTERTRONICS)
5	SHOOT MACHINE SIMULATOR (CODE MASTERS)
6	WY OF THE EXPLODING BRT (CODE MASTERS)
7	SHOOT BRT (MASTERTRONICS)
8	SHOOT BRT (MASTERTRONICS)
9	SHOOT BRT (MASTERTRONICS)
10	SHOOT BRT (MASTERTRONICS)

Steve Davis and LA SWAT remain the charts, and Shoot BRT remains in at number three.

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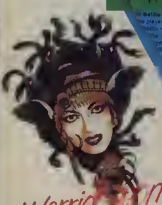
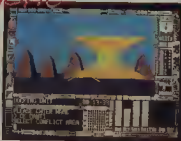
ax

Space strategy



Phantasm

Excel's new shoot 'em up **Phantasm**, sees you in command of the space craft Pegasus, on a mission to destroy eight targets on an alien moon.



Warrior men

Fans of fantasy artwork will find a new volume from Paper Tiger, featuring the work of two of Britain's top science fiction artists. The Science Fiction and Fantasy World of Tim White features over 100 plates of his well known book covers and record sleeves. At least some of which you are bound to recognise (£7.95 softback).

This is Tim's first collection, but the same cannot be said of the prolific Chris Achilleos, whose new book, Medusa is out the latest in a line of best sellers. An ex-G+VG cover artist (October 1985, for those with long memories), Chris paints beautifully rendered, barbarian women as well as illustrations for Star Trek, Dr Who and similar.

Normally £7.95 softback (£14.95 hardback) but we've got some to give away. First five post cards out of the hat to describe what was featured on that old G+VG cover win the books. Can't say I am there then, can we?

Virusbusters!

in Paris, France, Loricels has broken what amounts to a conspiracy of silence on that newest of '80s bogeymen, the computer virus. By setting up an "isolation ward" for all incoming software to the company, they successfully identified and neutralised a hoax game sent in to them that was simply buzzing with a destructive virus before it was allowed anywhere near their normal computer systems.

Once a contaminated disk of this sort is inserted in a computer drive, it would transfer a hard to detect microprogram which would subsequently be written onto any other inserted disks, and each disk itself would then infect all fresh systems it came into contact with. Thus, comparing it with a biological virus is a fairly accurate way of understanding how it works.

While the spreading of any particular virus is a very frightening prospect — test Autumn the whole of Iraq was apparently infected in as short a period as two months! — being aware of the problem is a major step towards combating it.

Chubby William look-a-like

Grand Slam has both **Chubby Gristle** — the adventures of a fat, greedy car park attendant based without doubt on a certain +VG ad manager — and **Power Pyramids**, a 50+ scaled version of pinball, out in August. Based on the second prize winner in Dublin's Aer Lingus Young Scientist's competition, **Pyramids** is much more of an intellectual challenge than old **Chub**, whose immortal catch phrase "You can park there!" is set to go down in history.

Power Pyramids is on the Spectrum 7.95 and 64 (L8.95/12.95) while **Chubby** is available at 9.95 on the 128 and 16 bit machines.

Meanwhile, Grand Slam are re-launching the twice failed Bug Byte name for their new budget range using the Domark and Datasoft back catalogues as well as their own — and in a rather slightly questionable move are supporting the Archimedes computer by releasing their popular **Tarremex** on it, with other hits to follow.

Of perhaps more interest are their new **Thunderbirds** games — based on the TV show but totally different from the 3+ Firebird game) and **Espionage**, a spin off from the spying board game.



The Empire Strikes!



Following the success of their first Star Wars game, Domark is following it up with **The Empire Strikes Back** in July. You play through four levels: Frost Throats, Snow on the Ice, The Ice in the Ice, and the snowspeeder battles against Imperial Robots and Walkers flying the Millennium Falcon against TIE fighters and through an asteroid belt, and winning your way through to the safety of the rebel asteroid base.

George Lucas returns

Willow, the forthcoming fantasy film from the makers of Star Wars and Raiders of the Lost Ark, is to become a computer game, using digitised scenes from actual film footage.

Mindscap releases the game on the IBM during this month. No date has yet been fixed for a UK release.

Willow, written by George Lucas, features an unlikely hero who leaves the peace of his village and ventures into a world filled with giant Dalkinis (whatever they are) little brownies (presumably not female cub scout-types) and mythical fairies.

Union men

Overworked, exploited, ripped off and generally unappreciated, programmers are getting together to form their own union. It's called the **Society of Software Authors** and aims to protect and help them achieve a more reliable method of conducting business affairs. Those interested in joining - including designers, graphic artists and musicians - should write to Jon Dean, Society of Software Authors c/o 1 Saturn House, Colville Park, Aldermaston, Berkshire RG7 4QW.

Car Wars 3

More bleeding cars-with-guns in **The Fury** from Martech, where you play Earth's champion in a mad Max style auto battle. Facing roids, deadman's curves and other drivers in a race to the death has been done before (witness last month's cover game amongst others), but it's still more original than space ship shoot 'em ups. Spectrum £14.99 disk, £9.99 cassette, C64 £9.99/12.99, Amstrad £9.99/14.99.



Comics

- 1 **V for Vendetta** - Anything by comics superstar Alan Moore just has to go in at number one.
- 2 **Viz Comic** - Newcastle's finest. Starting Billy the Fish, Buster Gonads et al, you'll never look at the Beano in the same way again.
- 3 **Marshal Law** - Designer salem with San Futuro's top cape catcher.



- 4 **Salman. The Cull** - Jim Sterlin and Bernia Wrightson are the latest big names to handle the Darknight Detective.
- 5 **X Man** - Merry mutants remain pretty dire, but the kids love it!
- 6 **Nick Fury vs Shield** - High-tech CIA stuff with our star chomping hero.
- 7 **X Factor** - See X Man, with bolts on.
- 8 **Marvel Comics Presents** - First fortnightly American Marvel comic ever, to the best of our knowledge, starting Wolverine - bound to sell well.
- 9 **Akira** - Currently trendy Japanese comic, translated into English.
- 10 **Action Comics weekly** - Superman at it in a weekly comic for the first time ever.

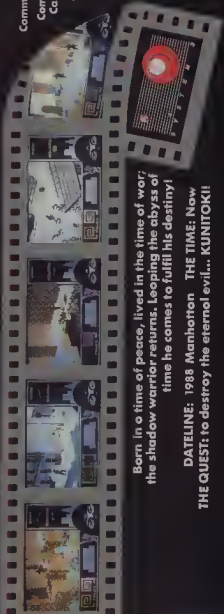
Thanks to Comic Showcase, a popular London Comics shop, for these figures. Remember there are what sells to fans at a special store, not figures for the nation as a whole.





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Commodore screens shown.

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Reviews



LAST

- MACHINES: COMMODORE 64, SPECTRUM, AMSTRAD, ATARI ST.
- PRICE: SPECTRUM COMMODORE 64, AMSTRAD CASS — £12.99, DISK £14.99.
- VERSION TESTED: SPECTRUM.
- REVIEWER: EUGENE LACEY.

The Ninja is back. It is not surprising really that the game which was designed to be the Ninja game to end all Ninja games — literally the *last Ninja* — should lead to a sequel.

System 3 hit on a unique blend of arcade entertainment and adventure style puzzles in *Ninja Beat* 'em up and problem solving were the two vital ingredients — but very moderate doses of both.

After you've had played *Ninja* for a while, you soon tire of beating up the guards and want to get down to the serious business of solving the adventure, getting through all the levels, and seeing the end game screen.

Ninja II takes the same

basic game design system — but improves on it. In *tool II* improves on it a great deal in every department — from graphics to game puzzles the whole thing has been improved upon.

As Paul Hagan said recently 'The trouble with

A Brookside-like cul-de-sac is the most unlikely of locations to find a team of crock programmers beaver away on what is probably the sequel of the summer — *Ninja II*. The exceptionally super cool Ed made several visits to System 3 Glen Close in Watford — playing each individual level to bring you the first review of *Ninja II*.



▼ Fight it out on the ledge of the sky-scraper.

▲ There is no loading the enemy on these giant pots — you have beat 'em up to progress to another side.



▲ Sober graphics — the Centre Park puzzle.



▲ ... hardly going to be hid under the matting.

NINJA 2

domg sequels is that they have to be 150 times better " System 3 has obviously taken Crocodile Dundee's words to heart as they have crammed numerous innovations into this sequel.

Six levels of game play chart a tale in which the Ninja must seek out the evil Shogun and destroy him once and for all.

Level One - sees the Ninja commence his quest from the band stand in the middle of Central Park.

One of the first puzzles to work out is how he can get underneath the band stand to progress through the game.

The park is full of its famous pitfalls - muggers, vagrants, and even a bent copper or two.

The corrupt police force is something you discover very early in the game. Konkun has the force under his influence - which is another reason why you, the Ninja, must defeat him - to restore the force to the proper authorities.

From this opening level it is clear that programmers, Mev Dinc, John Twiddy, and artist Hugh Riley, have done System 3 proud.

The detail in the park is excellent. My favourite screen is the one with the juggler, a slightly menacing character with knives rather than clubs - and who knows he may decide to throw one of them at you.

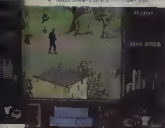
The Spectrum version is only two colour due to the 3D scrolling nature of the game design. It is not possible to achieve this effect on the Speccy in full colour. It does not lose that much though - all of the detail is there.

Level Two takes our hero on to the streets of New York with drug stores, big yellow taxis, more muggers and some mad motorcyclists who don't have a great deal of respect for Ninjas.

Again the streets are patrolled by policemen who may have a goal at you. By winning three punch ups in a row you can effectively kill a policeman. This is not



4. More brawls are yours to win.



5. On the edge of a dagger in the back.



6. Why is that Ninja poking his staff at the boat?



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FOOTBALL MANAGER 2



Kevin Toms, inventor of the world's best selling football game says, **"It beats my best seller - hands down!"**



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The press says **"It's fantastic - another all time great!"**



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Amiga Disk	— £19.99
Atari ST Disk	— £19.99
IBM PC Disk	— £19.99

"Football Manager 2 is not just an improvement on Football Manager - it's the next generation!"



GO FOR GOLD!

Screen shots from Amstrad system.



Kevin Toms

IT'S TOTALLY ADDICTIVE

Activision, games is a division of:
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Unit 1, Braid Road,
Enfield,
Middlesex EN1 1JH

Street Date: All formats June 12th

LAST NINJA 2



advisable. As John Twiddy put it "cop killers are not popular". In other words, it makes the rest of the force pursue a shoot to kill policy.

The hamburger joints come in handy here - providing you with vital energy. Be careful not to scott one in the seedy port of town though - as you might get food poisoning.

Level Three takes you down to the sewers where you encounter the rats. Ever since I read James Herbert's book about these vicious rodents I have been petrified by rats. They scuttie horribly towards you in the bowels of the city and your Ninja has to be fleet of foot to avoid them. As in all other levels there is a puzzle to be solved.

Level Four. You are now in the basement of the Shogun's office. The office level forces you into combat with one of the

bent policemen.

Not giving anything away but this level features the Access Card and a lift which places you in the heart of the Shogun's office - which is really an opium den. Your aim here is to find a secret passageway that will lead you to the roof where a helicopter is about to take off to the Shogun's Island fortress - otherwise known as the next load.

Ninja II is one of the best sequels I have seen. It walks because the designers were brave enough to stick to the same basic concept.

- GRAPHICS 9
- SOUND 8
- VALUE 8
- PLAYABILITY 9
- OVERALL 9



So how does Mr Gale justify £12.99 for *Last Ninja II* on cassette?

"It's much more than just a cassette. The game is beautifully packaged in a top quality box. You get a 30 page booklet, a Ninja mask, and soft rubber shuriken which might, just might, be a clue to winning the game."



...the *Last Ninja* selling at three pounds above the normal price for games.

Your software people are on a bunch of b2's - the advertised price is reduced to half the original price. Encased in a box, the software has certainly made

Mark a really penny.

WIN A PC ENGINE

The pouticious Lora Clark - otherwise known as C+ VG's editorial assistant - holds the fabulous PC Engine.

C+ VG and System 3 have got together to offer you a specially imported model, complete with Japanese TV set and a selection of free games - including R-type. Ten runners up will receive a free rubber shuriken and Ninja mask.

All you have to do is answer the following simple questions



- 1) Name the Ninja TV series starring Lee Van Cleef

Answer:

- 2) Name the star of the two American Ninja films sometimes known as American Wonton

Answer:

- 3) Fill in the last names of these martial arts stars:

Jackie

Bruce

Chuck

TIEBREAK There have been loads and loads of hokey Ninja films. We want you to come up with a name for a new one, the more outrageous the better.

PC ENGINE COMPETITION

Name

Age

Address

Computer

Send your answers to PC Engine Competition, Computer + Video Games, Priory Court, 30-32 Farningdon Lane, London EC1R 3AU. The closing date is July 16th and the Editor's decision is final.

Reviews

CHARLIE CHAPLIN

► MACHINES: SPECTRUM, AMSTRAD, IBM PC, C64 AND ST TO FOLLOW.

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► PRICES: SPEC 48K £8.99, CASS, AMSTRAD \$9.99, CASS, £14.99, DISK, C64 £9.99/14.99, ST £19.99, DISK, IBM PC £24.99, DISK.

► VERSION TESTED: SPECTRUM.

► REVIEWER: MATT BIELBY.

In my short(ish) time here at C+VG I've seen some great games, some good games and some less impressive ones from Britain's biggest software publishers.

Never, however, has a US Gold product made me laugh quite as much as *Starring Charlie Chaplin*. Yep, it was that bad!

It is a "unique game concept" indeed. The idea is that you are the director of one of our Charlie's black and white classics, and have a choice between making *Modern Times*, *The Tramp*, *Married Life* and a bunch of others based to varying degree on his movies.

So far, so good. You chose your script, you flick past the screen which tells the cost of each scene, the actors and props involved and so on and then the comedy begins!

Yep, it's funny alright! Funny that there should be so little to do. Each backdrop, be it a ship

deck, a country garden or a pub is laid out in exactly the same way: empty, with some steps to a balcony at the back.

Each is populated by a couple of characters who walk about, back and forth, across the screen. Every time, you have to move around this rather basic set in the manner most likely to amuse an audience and so make your flick a success. It dawns on you that an audience would have to be pretty starved of

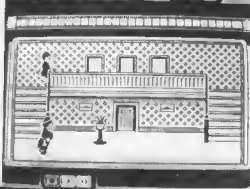


▲ It's fun and papes as Charlie gets bitten by a dog.

roaming around the set instead, climbing ladders and suchlike.

If a black and white game is surprising on the Spectrum, then it is surely unbelievable on a 64 or (gulp!) an ST, however atmospheric it may be. The game obviously looks a lot better on the ST, but the game play is just so ill thought-out and limited, I can't imagine anyone sitting down and playing it more than twice.

► GRAPHICS	4
► SOUND	4
► VALUE	4
► PLAYABILITY	4
► OVERALL	4



▲ It's fun and papes as Charlie walks along the landing, entertainment to be tickled by any of this.

The first film I attempted to make was *The Immigrant*, a tale of Charlie's arrival in America and inevitable falling in love with the woman of his dreams. The instructions advise you to perform "wacky stunts" on the other actors, but since the only wacky stunt my particular Charlie seemed to know how to perform was smacking people in the face with a good right jab, this soon began to pall, and I sent him



▲ It's fun and papes as Charlie goes to the empty pub (snooze...)

UPDATE...

If they each had more potential for movement, the sets were more varied, there were more props to use, if you could control them all and not just Charlie... It, it, it. The game is equally dodgy on the ST and Amstrad, and there is no reason to believe the 64 is any better, now is there?

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Reviews

- MACHINES: SPECTRUM/AMSTRAD/CBM 64/ATARI ST/AMIGA.
- PRICE: 8 BIT CASSETTES £9.95, DISKS \$14.95. 16 BIT VERSIONS \$19.95.
- SUPPLIER: PRISM.
- VERSION TESTED: ATARI ST.
- REVIEWER: JULIAN RIGNALL.

Hell a decade ago Football Manager appeared on the ZX81

is asked whether or not he'd like to manage it. Choose 'NO' and another is displayed, and so on. Call me pedantic, but I found this annoying: especially as the team I wanted to manage was right at the end of the 92 club list. Just to make things worse, if you double click on the mouse button by mistake and miss your team, you have to go around all 92 again!

Once the team is selected, sponsorship is offered (you can refuse, but it's not wise) to increase the £500,000 club funds. Then



FOOTBALL MANAGER

The game begins

The objective is the same as the original Football Manager - to become as successful as possible. Life begins at the bottom of the fourth division, and it's entirely up to the player's managerial skills to guide his team to success.

The decision-making starts with the first league game, where a team is selected from the 15-strong squad. Each team member has three vital statistics: skill, illness and position. Obviously, the higher the skill and illness, the better the player. Skill never changes, but illness diminishes on consecutive games, so it's advisable to leave players out of the team occasionally to give them time to recover.

Selecting a squad is very

straightforward. There are three screens representing defence, midfield and attack, with eight selection slots on each. The four slots on the left hand side represent the opponents' selection, and show where players are placed, the ones on the right are for the player. Each slot is the equivalent of a position on the field; so that you can decide to play down the middle, or go for wide play for example.

Having four slots per screen also allows different formations to be chosen, ie 4-2-4, 3-3-4, 4-4-2. It's useful seeing where the opponent has put his players, so you can choose to mark (by placing your players in the opposite slot), or let your players run free. On the defence



▲ Thump - the striker knocks one home in this exciting ST title screen.

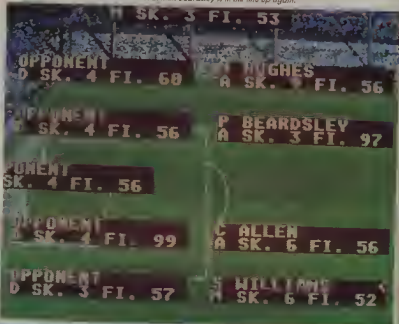
under the auspices of Addictive Games. It was a text-only game in which the player took a managerial role and attempted to guide his team from division four to the top at the first.

A few months later a Spectrum version was released, which boasted graphical 'match highlights'. Since then Football Manager has been converted to all popular (and some not-so-popular) home computer formats, and has gone on to become one of the all-time best-selling computer games.

Five years later, Kevin Toms (programmer of the original) has produced a sequel which has many new features, but still manages to keep the flavour of the original game.

The first item on the agenda is choosing a football team, which for me turned out to be a pain. A team is displayed on-screen, and the player

▼ That man Beardsley is in the line up again.



FOOTBALL MANAGER II

screen there's a fifth slot for a goalie.

By the way, a player's position is important here — for example, if you put an attacker into the midfield screen, he plays with a skill factor of two.

Once the team is chosen and positioned, two substitutes are nominated and the game begins — and this is where *Football Manager II* comes into its own. The match highlights are shown on a three-screen-long flick-screen pich. Being a manager, you have to sit on the touchline bawling your nads while you watch your team play.

The graphics aren't brilliant, but the essence of a tense football match has been captured perfectly and you get completely

wrapped up in the action. Ball movement, passing and shots are all thoroughly convincing, and at one point I began shouting and cursing at my team as they repeatedly failed to finish off a passing move. When a goal is scored, the build-up move and finish are shown again in a behind the net replay.

The duration of a match varies — but it's never long enough to get boring, and at half time you're allowed to make substitutions, and even change around the team's formation.

When the match is over, all the week's statistics are displayed. First of all the league results are shown followed by the league tables. Next comes the finance screen, which shows gate receipts,

wages, overheads, profits and current bank balance. Any transfer transactions are also displayed.

After that comes the transfer screen which allows players to be bought or sold. If a player is to be sold, he's first selected, and then an offer is made by another club, which is either accepted or rejected. Players are bought on the next screen. Offers are made for one of the three players displayed, but it's only accepted if the selling team think the offer is lucrative enough.

Passing training is the final option, and allows the player to modify the team's playing style. There are two selectable options: passing height and passing length, both of which may be increased or decreased. High passing is best used with a weak midfield, while short passes are useful for a team of players with high skill levels. What is particularly appealing is that if you watch the match highlights closely enough, you can actually see the type of playing style your team has adopted, and whether or not you should



▲ Commodore United go two down in this Speccy shot



change their passing style! Indeed, a change of tactics can make a significant difference in the team's performance.

Football Manager II is simply a football fan's dream come true. It's a beautifully structured and presented game and is engrossing, challenging and very, very addictive — it had me burning the midnight oil several nights running!

▶ GRAPHICS	6
▶ SOUND	1
▶ PLAYABILITY	9
▶ VALUE	8
▶ OVERALL	9

UPDATE . . .

All versions of *Football Manager II* are planned to be in the shops by June 17th according to Prism spokesman Mel Thomas: "We now have all the masters apart from the Commodore 64 and duplication is about to start."

▼ "Goooooal!" shouts C + VG's caption writer

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Review

► MACHINES: ATARI ST, AMIGA, SPECTRUM, COMMODORE 64, AMSTRAD.
► SUPPLIER: GRAND SLAM.
► PRICES: ST AND AMIGA \$49.95, 8-BIT PRICES TO FOLLOW.
► VERSION TESTED: ATARI ST.
► REVIEWER: EUGENE LACEY.

PETER BEARDSLEY'S FOOTBALL

After putting four past mighty Aylesbury and getting off to a lightning start in the European Championships it looked as if Liverpool ace Peter Beardsley could do no wrong.

It looked that way — until he lent his name to Grand Slam's International

Football III

The first version to be limed and the only one to be out in time to coincide with the final event in the European soccer calendar was the ST version — and despite the amazing power of this leading 16-bit machine the game is still as sick as a

parrot.

So what's up with it? Quite simply lack of control over the players.

It really doesn't matter how amazingly powerful the computer is — if the software does not react responsively to the joystick football games fail. From Spectrum soccer games

▲ Throw in near the touch line — check the ads for Terramex on the hoarding behind.

right through to coin-op attempts like *Kick and Run* — without responsiveness they are naff.

The graphics are excellent — which is all the more frustrating as you can't help thinking what might have been. They employ the cartoon animation technique with a black line around each player to add to the definition.

Other nice touches — like the commentators that appear in cameo screens every time a goal is scored are fun but again they fail to rescue what is basically an unplayable game.

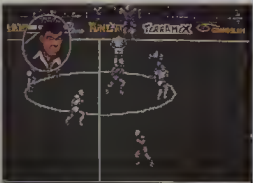
If there is one thing that really gets me about soccer (apart from Walsall beating Bristol City 4-0 in the play offs) it's people singing "ere we go, 'ere we go, 'ere we go". Why don't they just go that's what I want to know.

Position Still Vacant — a decent loopy game for 16-bit machines.

► GRAPHICS	8
► SOUND	4
► VALUE	3
► PLAYABILITY	3
► OVERALL	4

UPDATE...

Though the ST and Amiga versions are out now, work has yet to seriously start on the promised C64 and Spectrum ones, so don't expect the '91 next season, Saint. There will be no big differences between the versions we are told.



▼ The goalie dives but Beardsley has driven the ball home

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Atari ST screen shots.

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► **MACHINE:** ATARI ST
► **SUPPLIER:** US GOLD.
► **PRICE:** £16.99.
► **REVIEWER:** JULIAN RIGNALL

Alari's *Gauntlet II* first appeared in 1986 and swifly became one of the most top grossing arcade machines of all time. Last year *Gauntlet II* was released, boasting similar gameplay, but plenty of new features.

For those who were born yesterday, *Gauntlet II* is an exploration game in which each player takes control of either a Wizard, Elf, Valkyrie or Warrior (each character has his or her own special abilities) and enters a multi-directionally scrolling dungeon to find treasure and do battle with the creatures that dwell within. Progress is made by

finding the exit, whereupon the next level of the dungeon is entered. Food and special potions are found scattered around and are picked up to help prolong a character's life.

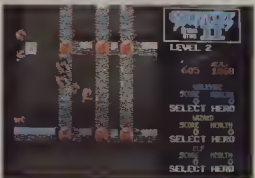
US Gold converted the original *Gauntlet* to the Atari ST last year, unfortunately the excellent graphics and sound were sadly let down by luddering scrolling sluggish joystick response and likewise bugs.

However, things are difficult with *Gauntlet II*. The first thing to strike you are the graphics, vibrant colour schemes have been used to make the game almost leap out at the screen. The bas-relief backdrops are fabulous, and the beautifully detailed sprites easily match their coin-op counterparts. Scrolling is smooth and fast, and the

characters are very quick to respond to the joystick. There are no bugs, and even in the midst of the most furious battle the action doesn't visibly slow down.

If that isn't enough, the programmers have also digitised all of the arcade

machine's sound effects and speech and somehow squeezed them into the game. The speech is a little scratchy at times, but the overall effect is great — there's nothing quite like being told 'that was a heroic effort' after a particularly hectic battle.



▲ Vibrant graphics and sound

► **MACHINE:** ATARI ST
► **SUPPLIER:** MICRODEAL.
► **PRICE:** £19.95.
► **REVIEWER:** CHRIS JENKINS

If you know three people who enjoy doing mindless mayhem — and let's face it, most gameplayers do — you're going to enjoy *Leatherneck*.

In fact, if you don't have three suitable friends, you'd better find some because the game is practically unplayable in one player mode.

You've seen

▼ Mindless mayhem — what the punter wants

Commando, you've seen *Ikari Warriors*, well this is basically the same thing, a vertically scrolling arcade blast in which the aim is to knock off as many fanatical enemy soldiers as you can.

The twist is that by buying a pinball port adaptor (£6)

you can plug in two extra joysticks, and any number of players from one to four can fight simultaneously. It's best to co-operate, but it's quite possible to shoot one of your colleagues if you get fed up with him.

The scrolling, animation and topic design are all excellent. The four stages of the game — you can start at any stage depending on who presses their life button — each start with a landing craft depositing you in the jungle.

The backgrounds are littered with crashed helicopters, ruined huts, sandbags, boulders and thickets from which spring gun-toting soldiers, flinging grenades and trying to gun you down.

You have three selectable weapons, a light machine gun, heavy machine gun and...

grenades (which you'll need to take out pillboxes).

Ammunition for each can be picked up along

▼ Excellent sound effects and scrolling



REVIEW



This is possibly the most fun we've had in the office since the waterpistols came in for FAX, and THAT'S saying something!

and the guilty party responsible for shooting food is always named. By now you might be thinking that to cram in all the visual and aural effects, the programmers have had to cut corners. Well, I'm happy to say that all the features of the

arcade machine have been faithfully reproduced in this conversion. Everything has been included, from 17 monsters, the dragon and card pools to moving exits, the mugger and treasure chests. Oh yes, all the extra weaponry is present so

you won't miss out on treats like reflective and super-shots, repulsiveness, invisibility and teleportability.

The gameplay is superb and again it's totally faithful to the original. I've spent many hours lighting through *Gauntlet II* at 100 levels, and can honestly say that it's one of the finest arcade conversions I've ever seen - don't miss it.

Gauntlet purists might be interested to know that there's an extra player interface available from US Gold for £5.99. It's a neat little widget that plugs into the user port and allows another two players to muscle in on the action - giving four-player interaction, just like the arcade machine!

This four player stuff really got even the hard to please C+VG ad department clustered round that monitor.

▶ GRAPHICS	9
▶ SOUND	8
▶ PLAYABILITY	9
▶ VALUE	7
▶ OVERALL	9

FOOTNOTE . . .

There are no plans on the US Gold schedule to release *Gauntlet II* on the Amiga, but December '87 saw the eight-bit variants first released upon the market.

The Spectrum version was criticised for being too close to *Gauntlet II* to make buying them both worthwhile, and was equipped with particularly weedy sound effects.

On the other hand the C64 had sound graphics, good bit sprites and was extremely playable and addictive. Amstrad was good too.



▲ Superb gameplay no irksome bugs

LINEUP

the way, but of course you'll have to fight your buddies for the chance to pick it up.

On the right hand side of the game is displayed your score, lives remaining and ammunition level. The three weapons start all with equal ammunition levels and you must select the right one to get through each area, the light machine gun fires faster, but the heavy gun has a longer range and the grenades, though great for clearing out large concentrations of enemy troops, really should be kept for fortifications.

You can change weapons by wiggling the joystick, but it's more reliable to press control keys, which are grouped in a quarter of the keyboard for each player.

The sound effects of digitised screams, gunshots and explosions are excellent, as is the David Whitaker music. In fact, the only possible

objection to the game is that it gets so frantic - with hordes of soldiers, pillboxes, mines and mantraps lining up at you - that there's no way a single player could complete even the first level.

Excellent fun, but it would have been better if the difficulty level varied according to the number of players.

And by the way, if you're playing with a pal and you're not getting on with him, you can always shoot him!

▼ Wonderful fun for two players.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	9
▶ OVERALL	7

UPDATE . . .

Leothemack - from the mind of Steve Bird, creator of *Gridrunner*, is also out for the Amiga, also at £19.95.

No 8-bit conversions, are planned.



CRASH
Royal Command is a thoroughly enjoyable game, nice if and you're NAUT - Spectrum Version

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PANDORA

Reviews

► **MACHINES:** ATARI ST/AMIGA/CBM 64.
► **SUPPLIER:** FIREBIRD.
► **PRICES:** ATARI ST \$10.95/AMIGA \$10.95/CBM 64 \$9.95, £12.95 DISC.
► **REVIEWER:** CHRIS JENKINS.

Not many games have combined the object-collecting, puzzle-solving, monster-fighting aspects of adventures with the animations, sound effects and graphics of arcade games. At least, not successfully. Pandora, though, may be the breakthrough, a joystick-driven arcade-adventure which should appeal to absolutely everyone.

For a start, the graphics are lovely, obviously more so on the 16-bit versions. The game is set on a complex space station, shown in a cut-away top-down view. The details are fascinating: sliding doors, paneled corridors, computer terminals, furniture and fittings of all kinds. Even more impressive are the characters, including yourself (an intergalactic salvage expert), and the surviving inhabitants of the space ark Pandora.

Somehow, most of the crew of the station have been killed. It's your job to make contact with the survivors, trade with them to obtain alien artefacts from Pandora's 200-year mission, and finally to shut down the computer and salvage the ship.

The first thing you discover is the importance of ID cards; the first character you meet on beaming aboard the ship disintegrates into a pile of bones, and unless you pick up her ID card, you'll go the same way.

One represents the contents of your backpack, one your

packets, and one the object you are holding. Objects such as ID cards, weapons, alien artefacts and loading objects can be transferred from one to the other by pressing the space bar to activate the inventory window.

Moving around the ship and encountering various characters, you will soon

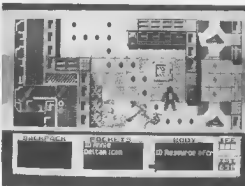
discover the use of many of the objects. The Diabetic, for instance, will give you a valuable artefact if you can give him a syringe. The Scientist will help you in return for a book, and so on.

Combat sequences (which are brilliantly animated) are played by watching on incrementing

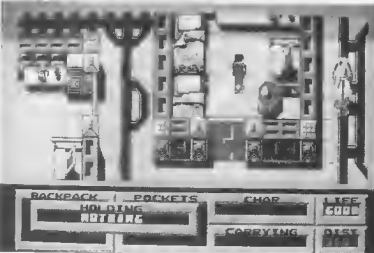
bar graph, then hitting the fire button just as it reaches its peak.

Force barriers which normally block you can be deactivated if you carry the correct ID card. Similarly, computer terminals will give you vital clues if you log on with the right card. Some areas of the ship are inaccessible unless you have a security pass. Any objects you do not wish to use can be put in a chute which transfers them to your ship, increasing your score.

Certainly not a game you can expect to finish quickly, then. Fortunately, there's so much to see that there's not a chance of getting bored.



▲ Lovely graphics



▲ Kill or be killed

► GRAPHICS	9
► SOUND	9
► PLAYABILITY	9
► VALUE	9
► OVERALL	9

Reviews

METROPOLIS

► **MACHINES:** SPECTRUM/
AMSTRAD/C64.
► **SUPPLIER:**
POWERHOUSE.
► **PRICE:** £1.99.
► **VERSION TESTED:** C64/
SPECTRUM.
► **REVIEWER:** CHRIS
JEKINS.

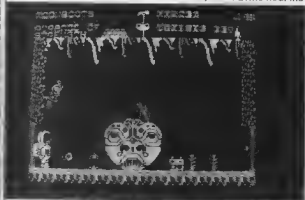
The backgrounds aren't bad, though there's precious little explanation of what chandeliers, suits of armour and Gothic pillars are doing in an alien metropolis. What lets the game down are the sprites; single coloured and very poorly designed, they don't come near the

BOINK BOINK from some of the bouncing aliens, here's precious little in the way of aural excitement.

Fortunately, the gameplay isn't that bad. Above the playing area is your "Pyramid of Strength", which decreases on each contact with an alien. To the right is your inventory,

juggling objects in this way you should be able to find which will open the locked doors which bar your way.

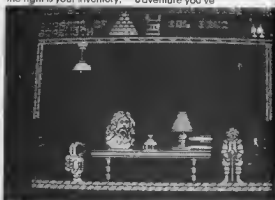
Each time you lose a life you turn into a flying jelly (I didn't quite understand that bit) and at the end of the game you're told what percentage of the adventure you've



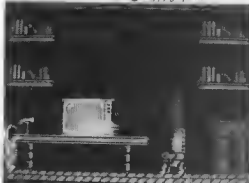
▲ Boring! Irritating aliens

People sometimes go to barmy lengths to conceal the fact that they've pinched an idea for a game. This one, for instance, is supposedly all about stranded astronauts searching for fuel for their spaceship. Pah! I know a rip-off of *Magic Knight* when I see one!

In truth, gentle reader, *Metropolis* is naught but a spiced version of David Jones' excellent trilogy for Mastertronic. Here, the put-upon hero, Moonboots, wears a spacesuit instead of armour, and is attacked by aliens instead of demons, but the idea's the same; make your way through dozens of chambers, avoiding attack and searching out the objects which will open locked doors and help you return to your home.



▲ Sloppy graphics.



▲ A *Magic Knight* clone, standard you'd expect, even on a budget game. At some stages the white astronaut disappears in front of the white background details.

The sound effects stink too; apart from an irritating

which never stretches beyond two objects. Each time you find a new object — an oil-can, hammer, key or whatever — it is automatically added to your inventory, and the last object dropped. By

completed. An admirable little game, then, probably entertaining for a good few hours but let down by some sloppy graphics and sound design.

► GRAPHICS	6
► SOUND	3
► PLAYABILITY	7
► VALUE	6
► OVERALL	5

UPDATE ...

Well, you'll be pleased to know that Powerhouse plans to release *Magic Knight*. ...oops, sorry, that was a most unfortunate slip of the typewriter. Powerhouse will also be releasing *Metropolis* for the Amstrad.

That's better. Or rather we hope it will be.

INTERCITY 125.



ARI25: Road Sports. Some 125's are difficult to ride because their engines produce too little power in some parts of the rev range, and too much in others. The Kawasaki, however, delivers power effortlessly, from low down right up to maximum speed. As Performance Bikes magazine wrote when comparing all the 125's "The Kawasaki is in a different class performance-wise. No matter what gear you're in, just twist the throttle and it always responds, better than any other 125".

With its superbly sweet engine, the ARI25 is as nippy between towns as it is around town. But Kawasaki performance is much more than speed. It is the ideal balance between handling, braking, economy and power. Super Bike summed it up as a "perfect learner two-stroke... handles brilliantly... brakes stop the bike on a sixpence... unconditionally recommended".

KMX125: Country Sports. The KMX is developed directly from Kawasaki's racing moto-crossers. So when you plough across the fields, you're riding a real thoroughbred.

When a crowd of first-timers tested all the new 125's, including riding them around a PARI One Driving Test Course, they voted the KMX top of the lot.

Dirt Bike Rider magazine rated the KMX "the trickiest 125 on street or trail". Which is fair comment since the KMX is as brilliant on-road as it is off-road.

The Kawasaki Launch Pad Package. If you buy any new learner-legal Kawasaki, maintain it correctly, and return it in good condition in a year, you'll get your money back (less taxes) against the cost of your next new Kawasaki. To qualify, you have to agree to take proper training. And, if you do, you'll get special discount vouchers on safe riding gear like gloves, boots and jacket.

If you would like a brochure and the name of a Kawasaki Launch Pad dealer near you, send your name, age, and address, to Dept 153, Kawasaki Motors UK Ltd, 74B Deal Avenue, Slough, Berkshire, SL1 4RZ.

OUTER LIMITS 125.



WHO CAN CATCH A KAWASAKI?

SMASHING IT'S WAY TOWARDS YOU!

Based on Sega's superb Halls of Kairos coin op game you must free those held captive by the great Satan. KAIROS, himself. Punch down the doors and explore the maze of halls and passageways that hold the key to extra energy and speed. Release those held captive behind vast mirrors and see yourself transform into an invincible fighting warrior. Watch out for the deadly henchmen, avoid the fireball hurling Witches punch the fire breathing deer's head off, watch your enemies disappear. Alone in battle you must enter the mysterious and supernatural world of Kairos. DETERMINATION, DEFIANCE, DESTRUCTION... THAT'S...

DISGLATOR

Out of the arcade into the computer... a fury of havoc and destruction straight from the Halls of Kairos.

This game has been developed under licence from Sega Enterprises Ltd. Japan and Microsoft Corporation. It is a trademark of Sega Enterprises Ltd. and Microsoft Corporation. Sega is a trademark of Sega Enterprises Ltd.

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AAARGH!

Reviews

MACHINES: AMIGA.
> SUPPLIER: MELBOURNE HOUSE.
> PRICE: £19.99.
> REVIEWER: PAUL BOUGHTON

Hey, let's do the monster mash and romp, stomp and chomp our way through the world. Cry "Aaargh!" and let slip the lists of fury.

This is, believe it or not, a coin-op conversion of the Arcadia game. But I doubt if too many of you will have seen it. As far as I can judge, the arcade machines are few and far between which is a pity because it's a neat little game.

And Melbourne House's game is just as fun. So it should be considering both the coin-op and the home version use the same Amiga board technology.

Right on with the mayhem. You have a choice of two monsters to play - the ogre, a giganitic brute, 20 feet high, one eye and a huge horn stuck in the middle of his forehead; and the dragon, 18 feet of green scaly fire-breathing nastiness.

The idea of the game is to ultimately collect a golden egg. To get there you must tromple, smash,

pulverise the buildings on each of the 12 cities, which range from straw huts, wooden forest Indian temples and Chinese pagodas.

Hidden in each of these screens are live eggs. When you get one you have to take it back to your cave. This is a sub-game where you are challenged by the other monster for the egg. If you win, you keep the egg, lose and it's back to more trompling. If you successfully manage to get live eggs to your cave, you can progress further into the game towards the golden egg.

But the monster's don't

have things all their own way. Quite understandably, the inhabitants don't take too kindly to being stomped on, eaten and having their homes destroyed. They light back with what appears to be a huge catapult-type weapon. And there are big flying harnets with a sting in their tail which can prove deadly, even to monsters.

In fact when a monster dies it's quite gruesome. He falls to bits in a welter of blood and dismembered limbs.

The only niggle I had was that control of the monster was not particularly sensitive. Sometimes I was

punching when I wanted to stomp.

The screens are rather nice, highly detailed and the music adds considerably to the jollity of the game.

The game is very similar to *Rampage* in its total destruction approach, but no less playable for that.

If you spot the spelling mistake in the game write in and tell us and we'll give an Amiga game as a prize. Arcade, Mastertronic and Melbourne House employees are bonned. But then again, they never noticed in the first place.

▶ GRAPHICS	8
▶ SOUND	9
▶ VALUE	7
▶ PLAYABILITY	8
▶ OVERALL	8

UPDATE...

The only conversions planned for *Aaargh!* at the moment are for the Apple and IBM and they won't be appearing for sometime. As for ST, Amstrad, Spectrum, and Commodore, a Melbourne House spokesman said: "You never know."



▲ Chinese pagoda



▲ Dragon monster's snack - a giant hamburger



▲ Dismembered ogre bites the dust

WALT DISNEY Mickey Mouse

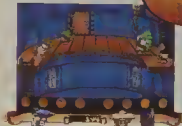
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► MACHINES: SPECTRUM, COMMODORE 64, AMSTRAD.
 ► SUPPLIER: TV GAMES (DOMARK).
 ► PRICE: £7.95 CASSETTE, £10.95 C64 DISK, £12.95 AMSTRAD DISK.
 ► VERSION TESTED: C64 CASSETTE.
 ► REVIEWER: MATT BIELBY.

EVERY

SECOND COUNTS

All right, you're down the pub or you're in the arcade, or you're wherever you reprobates go on a night, and it's getting around that time when there's nothing else for it you just have to have a game of Triv.

So you wack your ten pees in, gather your mates around, and start to frash that cash. And what d'you get out of it? No adrenalin rush like in *Quadrant* that's for sure, just to prove that perhaps you know a bit more useless information than everyone around you.

What basically we have here, guys and gals, is a computerised triv game for the home, and as such is bound to be a massive success not just now but in a year or two's time because, a) Triv has taken over the country since *Trivial Pursuit*, machines in pubs etc, b) Paul Daniels is the Granny's favourite, and they are bound to say around Christmas time "ah, little Johnny's into computer games, I'll buy him one", and then purchase the license they know.

So how does it fare as a triv game? Well for a start, you can forget Paul Daniels. How many computerised pictures do you get of him? Answer: not a lot.

Not even at the end when you've won the contest. Instead you do get a rough (read: very rough) approximation of a TV studio, populated by just the sort of people you get in these game shows. Considering that they don't have to do very much — just blink occasionally — they could be better animated, though their very formless stiffness helps capture the true character of the show.

First thing you have to do is chase your players from the vast range of warthos on offer. Should you

choose the shifty looking one with a beard, and perhaps partner him with the blond lassy or what? You can play up to three teams, so you can fight with your pals about which character to play.

After this lun, the game begins. You whiz through a number of rounds answering true or false questions, or choosing which of three categories various things fall into.

When you get tired of a certain block of questions, it's quite a pain having to rewind the tape to get to another block, if like me, you've made the mistake of playing the cassette version.

Throughout the game, your correct answers are earning you extra seconds which are of vital importance in the final round when the clock really is against you and, well, "every second counts". How much you like it just depends on how much you like triv, I guess.

► GRAPHICS	5
► SOUND	4
► VALUE	7
► PLAYABILITY	7
► OVERALL	6

UPDATE

On the Spectrum version the blinking eyes on the contestants are nowhere near as well animated as on the others, and the *Every Second Counts* clock is far less impressive... Nah, just kidding. This ain't a game that relies on graphics a great deal, so you get basically the same package whatever computer you've got. The questions are the same, anyway.

▼ Little to do with TV show.

▼ Shifty Contestants



Reviews

HERCULES

- MACHINES: CBM 64/SPECTRUM/AMSTRAD.
- SUPPLIER: GREMLIN GRAPHICS.
- PRICE: £9.99 CBM 64 £7.99 SPC.
- VERSIONS TESTED: CBM 64/SPECTRUM.
- REVIEWER: PAUL BOUGHTON.

Ye gods! Let's shake, rattle and roll dem dry bones and make it a slay day Gremlin tries its luck with *Hercules* - *Slayer of the Damned* at a Barbarian-ish clone.

But *Hercules* is a hit and myth affair which lacks the glamour, sound effects, graphical superiority and brilliant playability of *Barbarian*.

However it's not a bad

little bash, thrash, drub and club game.

Here's the bare bones of the plot. Hercules, son of Zeus, has to complete 12 tasks. Yes, you guessed it, the twelve Labours of Hercules. Now this is not as complicated as it seems. Playing the part of Hercules, armed with a club as well as a list and feel, you battle away at snore waving skeletons. Above and below the action are symbols representing the labours. Every so often a small puff of smoke appears on the screen and, if you manage to hit it with your club, you gain one of the labours. Collect all twelve and you move into the ultimate confrontation battle with the minotaur.

But several things stand in the way of collecting



▲ Hercules - the beast must die

- MACHINES: C64, SPECTRUM, ST, AMIGA, PC.
- SUPPLIER: THE BIG APPLE.
- PRICE: SPC £7.95, C64 £9.95, ST, AMIGA, PC £19.95.
- VERSIONS TESTED: C64 DISK.
- REVIEWER: MATT RIELBY.

COPS is the first release from new boys Big Apple - don't these seem to be a whole crowd of publishing houses opening up about now? - and I'm pleased to be able to report that it's a goodie.

The only problem with *COPS*, if anything, is that it is too hard. The adds really are quite badly stocked against you which is a strength in a good game since it remains a challenge no matter how much you like to play it, but a real turn off if it has little else to offer. *COPS* grabs you from the word go, and even if it lacks the cute animated characters that made *Bubble Bobble* or *Pacmania* other chasing-round-a-maze games so appealing, it retains exactly the same sort of strategic challenge.

Basically this is your finding your way safely around a grid problem. Apparently you are meant to be a droid chasing around something or other looking for vital gravity pads, at which you have to collect eight before you can move onto the next screen.

In reality you look a bit more

like one wibbly shape rushing around after a second wibbly shape, but I guess you have to have a bit of imagination for these things. In the space between the blocks that you walk along, a rather lovely and very confusing lot of colour and shapes swirls around, making it very difficult to concentrate on just where you are. In addition, an orange ball bounces around the screen like a refugee from *Breakout* and if you continue in the same direction for any length of time, two bolts that hover at the sides of the screen whiz out to zap you.

Sounds bad enough, doesn't it, but I've neglected to mention the squares that crack when you travel over them, ready to trap you in the drink, and the booby trapped blocks that "push" you in a certain direction when you pass over them, sometimes landing you exactly where you don't want to be.

The thing about *COPS* is that it is fiendishly difficult, but also, happily, fiendishly addictive. For to start you are only given a mere handful of lives which means that for the first few days playing you are very unlikely to end up in the 32 screens at all. With the deliberately confusing background making your eyes go lunny - you do feel a bit shoxy after a long session

at this I can tell you! - keeping a track on your little moving shape is a problem, especially when you are at the same time trying to work out the safest route to grabbing a gravity pad.

There are plenty of screens where things are laid out there is only one route you can take, and that is often confused by having a disappearing block that takes good timing to pass over, transparents that trustilingly push you back to where you came from, and a whole passle of other nasties. Screen four, for example, is bloody hard in this way.

I've spent a fair amount of this review simply describing what happens in the game which is necessary I think because there is such a lot to get a grip on. Basically though, once you play the thing it all becomes abundantly clear, and in purely abstract terms is one of the best strategy/maze games I've seen. I think it could have done with some cute characters to bring it all to life.

► GRAPHICS	8
► SOUND	7
► VALUE	8
► PLAYABILITY	7
► OVERALL	8

COPS

the labours besides the skeleton fighters. I found it very difficult to collect them. There I was thashing away at the little puffs of smoke with little or no effect. And then when I did manage to collect a few this spider keeps popping down and whipping them back.

The light action itself is fairly fast and the moves fairly limited. Some are given silly names such as Mountain Shaker, Titan's Gift and Pluto's messenger.

The most deadly appears to be Mountain Shaker which allows you to knock off the skeleton's head.

The sound is awful, making the blows have the all the impact power of a ping pong ball on water.

Personally, I never did make it to the final confrontation with the Minotaur. However you can see a demo of the battle so you know what's in store. Whether you decide it's worth going for is up to you.

The trouble with these combat games nowadays is that the standards are now

very high.

Just think of *The Way of the Exploding Fist*, *International Karate* and *Barbarian*. Things just keep getting better. And if you can't top those for quality, then price has to be a big factor. *Hercules* doesn't have any real new dimension to it in the quality stakes and it isn't cheap enough to make it a real star buy.

Still, beat 'em ups are always popular, and Herky-boy is such a great character that he sort of deserves a good game based around him, even if this can't be it.

It will be interesting to see how it does in the charts.

▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	7
▶ PLAYABILITY	7
▶ OVERALL	7

UPDATE . . .

Conversions of *Hercules* are coming for the Atari ST (£19.99), Amstrad (£9.99) and MSX (£7.99).

and those who have had on their own get rather as if one given it's quite easy to be treated on the tougher and when you have a solid before you a level, you don't end up going very far. Still, it looks good and as well as being active indeed I what Delphion and a square deal.

Neutron, their next two releases, will be like?

UPDATE . . .

Being a very simple looking game faced with hidden surprises, *OOPS!* will work well on any format. We've seen the C64, and very good it looks too, but it is only in terms of graphics that the Spectrum, for example, will lose out. In terms of gameplay it will remain as good.

SCORE
03
04
15
19
20

PATTON VS ROMMEL



A The battle that never was.

- ▶ MACHINES: CBM 64/128, APPLE MACINTOSH, IBM, TANDY.
- ▶ SUPPLIER: ELECTRONIC ARTS.
- ▶ PRICE: (£14.95) DISK.
- ▶ VERSION TESTED: CBM 64.
- ▶ REVIEWER: STEVE.

Patton vs Rommel is a curious name for what turns out to be a curious game, neither quite one thing nor another. The two flashiest, if not the best, generals on the German and American sides in World War Two never actually fought each other in Europe.

This game supposes that Patton had commanded during that great offensive, and that Rommel had led the defence to stop him. The limitations of the program have produced a battle that never

happened, and the names *Rommel* and *Patton* have been added as a selling point.

Despite this, the game mechanism is a good one, a simple icon-driven allowing the player to select the tactics of each division over the next twenty-four hours. The player can take either side, but as all the Germans can do is defend, playing with them gets dull. I think, the

computer as an opponent defends well, but its main problem is a lack of morale factors about the level of a division. While the rest of its army is in full retreat a single unit is quite likely to suddenly attack by itself. At the end of each move a picture (badly drawn on the CBM 64) of Patton or Rommel appears and tells you what you are doing wrong. Some of this advice is actually pretty unhelpful and best ignored. The way to win is to spread your forces out and grab as many small villages as soon as you can - which in the real battle would have been suicidal.

All this produces a good enough game, but like the idea of *Patton vs Rommel* it is a bit of a fantasy.

▶ GRAPHICS	9
▶ REALISM	6
▶ VALUE	7
▶ PLAYABILITY	6

UPDATE . . .

Patton vs Rommel is not going to be available on any other of the popular British games machines, and judging from Steve's review, it doesn't look as if it will be badly missed.

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The player Henrich is now under an attack! Space attack beings from the sub-space - the danger of location. You will need all your courage and concentration to win. Get ready to blast off!



Continuing the challenge where TRAC and ROLL left off, Archery, Shot Shooting and Weight Lifting are just some of the featured events to test your skill and stamina.



You can almost feel the tension of the big match breaking through the screen - the spectators crowd is almost on top of you! You return the service with a top-spin Backhand then a Forehand Backspin. The ball bounces high, bounces your opponent's looping defensive lob. SMASH - a great shot opens the score.



Get into this and you'll never get out. The plan - codename JACKAL - is to drop a sound of 4 crack troops behind enemy lines. Rescue a group of prisoners and while under attack, deliver them to helpdesk. Their final objective is to knockout enemy headquarters. Simple eh?



Become a grandmaster but to achieve this you must defeat a variety of deadly opponents, armed with different skills and weapons and must be overcome with a combination of a different attack moves.

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BEYOND THE ICE PALACE



► **MACHINES:** SPECTRUM/
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► **SUPPLIERS:** ELITE.
► **PRICE:** £7.99
£14.99 (AMSTRAD CASS AND
DISK).
► **VERSIONS TESTED:**
SPECTRUM/AMSTRAD.
► **REVIEWER:** PAUL
BOUGHTON.

Take a healthy helping of *Ghost 'n' Goblins*, add the essence of *Rastan Saga* and *Thundercats*, stir vigorously, add a dollop of programming talent and simmer for a few months before serving frozen. The result — *Beyond the Ice Palace*.

Is this a royal dish to set before the public? Is it mouth-wateringly tempting, juice-loosing and saliva-stimulating? Will it leave you asking: "More, please."

Well, first impressions are that this is a tough old dish, fitnishly tough on the Amstrad, less so on the Spectrum.

And Elite have catered for this by giving you nine lives.

The plot is pure clap-drap, all about goblins and ghosts, and evil creatures. The evil forces have been burning

down the forests, destroying homes and generally making life very miserable for all concerned.

A single person has been chosen to put everything back in order, banish evil and make sure everything is hunky-dory.

So it's off to explore the *Rastan* Sogalish screens, slay the *Ghost 'n' Goblins* type creatures. And you control the heroine or hero — I think it's heroine but you never can be really sure these days — with the long, flowing blonde hair, cut in the very best *Thundercats* style.



▲ Wipe Out! Spirit of the Woods to the rescue



▲ Standby for an axe attack

It's one life gone very quickly.

And from then it's hard slog. The creatures come at you thick and fast, flying bat — like things are-throwing zombies and other nasties that materialise from nowhere to wreak havoc.

One of the problems in coping with the onslaught is that when moving right you're almost at the edge of the screen. Creatures appear singly or in clusters so suddenly that it's hard to cope.

There are weapons to choose from all the route, stones and gems to collect. It things are getting tough you can twice summon the Spirit of the Woods to wipe out the screen baddies.

The weapons you can pick from are knives, sword and something which appears not to have a name but is very effective.

You start off by leaping down a hole, facing left. And here's where your problems start. When you hit the bottom you're attacked from the right. It's very difficult to turn round in time to fend them off. So

	AMS SP
► GRAPHICS	8 7
► SOUND	7 7
► VALUE	7 8
► PLAYABILITY	7 8

UPDATE...

The Amstrad and Spectrum *Beyond the Ice Palace* should be on sale now. The Atari ST version has been completed but, at the time of writing, we haven't seen it yet.

Work on the Commodore version is nearing completion.



▲ Grab the gem but watch out below

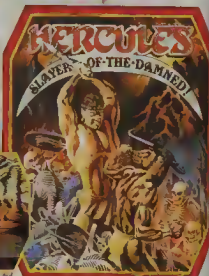
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Screens shot from CBM 64/128 version



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Screens shot from Amstrad version



- **MACHINES:** SPECTRUM/AMSTRAD/CBM 64.
- **SUPPLIER:** INCENTIVE.
- **PRICE:** \$9.95.
- **VERSION TESTED:** AMSTRAD/SPECTRUM/CBM 64.
- **REVIEWER:** CHRIS JENKINS.

Imagine an entire world in solid 3-D, through which you can wander freely. Imagine a terrifying threat, an implacable enemy, and a challenging mission. Imagine a series of baffling puzzles, and the heart-stopping excitement of trying to save them under enemy attack. Imagine no more... *Dark Side* is here.

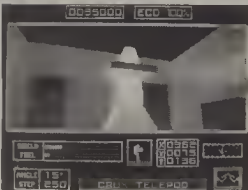
If you saw Incentive's first Freespace 3-D game, *Driller*, you'll know how the Major Developments team has brought solid graphics to a new high point. You can move around and into buildings and structures, view them from any angle, even take off and see them from above.

In *Dark Side*, the system is refined to an even greater degree, and the gameplay is pushed to amazing heights. It's the same old story: malevolent alien race (the Ketars) build giant weapon (Zephyr One) and threaten the home planet of the peace-loving goodies (the Evaths). Only one man can invade the moon at Tricuspoid, knock out the Ketar weapon and save Evath. It's you, muggins.

The surface at Tricuspoid is dotted with Ketar structures. Some serve no function, some can help you, and some will attack you. Learning to recognise which is which becomes pretty crucial.

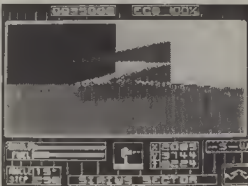
As you move through the 3-D landscape, your first aim is to locate ECDs - Energy Collection Devices. These solar energy units are feeding power into the Zephyr One weapon. Unless you disable them and slow down the charging rate, the weapon will fire and toast your home.

Many of the ECDs are hidden inside buildings, which you can only enter by locating doorways and shooting out the doors. This all takes energy, and of



▲ Inside one of the buildings.

DARKSIDE



▲ In the Sinus sector



▲ Blast away

Reviews

course you will snuff it if your power rating falls to zero. There are also more immediate ways of meeting a sticky end: Plexor defence tanks patrol the moon, and will open fire as soon as you are within range. Go into weapons mode, aim far the head and blow them away before they get you.

To knock out all the ECDs before the Zephyr One fires, you need to learn to use the map supplied, the local on co-ordinates displayed on your instrument panel, and the teleprinter pads, to cover the huge game area.

Your final weapon is your jet pack. Supplied with a limited amount of fuel, it allows you to soar over the landscape, spotting ECDs and taking out Plexors as you go. Energy converter pads allow you to transfer fuel to your shield, and there are control keys to alter your orientation and make U-turns. You can also save a game part-way through.

If it isn't already clear from this really inadequate review, *Dark Side* is absolutely stunning.

The colourful interior scenes on the Amstrad and 64 versions, together with the impressive designs of the Ketar installations, make it a pleasure just to wander through the may-zones of the moon. But in addition, the gameplay is absolutely absorbing.

Miss out on *Dark Side* and you might as well throw your micro out of the window.

- | | |
|---------------|----|
| ► GRAPHICS | 9 |
| ► SOUND | 7 |
| ► PLAYABILITY | 10 |
| ► VALUE | 10 |

Reviews

BLOOD BROTHERS

► **MACHINES:** SPECTRUM/AMSTRAD/CBM 64.
► **PRICE:** £7.99 (SPECTRUM)/£9.99 (AMSTRAD).
► **SUPPLIER:** GREMLIN GRAPHICS.
► **VERSIONS TESTED:** SPECTRUM/AMSTRAD.
► **REVIEWER:** PAUL BOUGHTON.

Tut, tut, tut. In these super-health conscious days, Gremlin Graphics certainly hasn't been reading its inter-galactic government health warnings. *Blood Brothers!* Gasp!

It's not that many weeks ago that one of the television companies was slammed for showing an old film which included two chums becoming blood brothers. Shameful! Bad Example! Irresponsible, cried the critics.

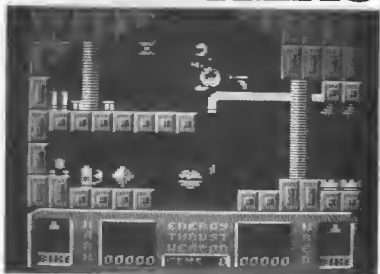
So it comes as some surprise to find our heroes "draw blood from their wrists and press them together, mixing the blood, and combining their companionship."

Now even with added health dangers, it's not a great idea to go around cutting your wrists. It's liable to hurt and be very, very messy.

And just why two brothers — who after all are blood brothers to begin with — should want to indulge in this dangerous and totally ridiculous ritual, is never explained.

Here endeth the health warning. Back to the game.

This is a space tale of slaughter and revenge, the ingredients of a thousand Westerns. Brothers Hark and Kren — aren't they two of the bads from *A-ha* — have been zooming around testing out their new Skywalk jet bikes. They have crashed into the planet on the planet Sylvania and find the place in ruins, the



▲ *Oh Brothers! Out for revenge*

homes destroyed and their families slaughtered.

The thugs responsible for this heinous crime are a band of crazed space convicts known as the Scorpions, who roam the galaxy preying on the innocent, plundering, looting and slashing the swag in an underground city of tunnels and mines on Sylvania.

Understandably Hark and Kren are a little miffed at finding their home and loved ones are no more. So addled by this tragedy are their brains that they indulge in the blood brothers ritual and swear

Now Hark and Kren are, apart for a predilection for

self-mutilation, completely non-violent. However, in their attempts to pass exams the brothers have built a range of sophisticated weapons. These fearsome hardware built as part of their A-level A-level Holocaust and Annihilation, are strapped to their sky bikes and the brothers set off for revenge.

The game opens with the bros at the mine entrance. Two people can play, one using the joystick, the other keyboard. You can choose to drop into the mine, start exploring, collecting gems, extra fuel etc and blasting the aliens. On the

blocks, blasting away others. It's a sort of maze and dodge 'em.

But basically, the game is much-of-a-muchness, playable but not addictive, entertaining but not memorable.

	SPEC	AM
► GRAPHICS	7	8
► SOUND	5	6
► VALUE	7	7
► PLAYABILITY	7	7
► OVERALL	7	7

UPDATE ...

The Commodore 64

No news of any 16-bit conversions.

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Screenshots

MICROIDS

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Atari ST & Amiga	Disc	£19.99
IBM PC + Compatibles	Disc	£24.99

► MACHINES: AMIGA/C64/ST.
 ► SUPPLIER: RAINBOW
 ARTISTS GOLD.
 ► PRICES: AMIGA \$24.99/C64
 CARS \$9.99, DISK \$11.99/ST
 \$19.99.
 ► VERSION TESTED: AMIGA.
 ► REVIEWER: MATT RIELBY.

Oh dearie, dearie me. It hardly seems worth writing a review of this little beauty. We all know what it's a rip-off of, we all know what a work of genius the original game is, the only pertinent question would seem to be "Is it a good copy or not?" The answer is, I'm pleased to say, a very decisive yes.

There you go, end of review.

Oh, what more? Well OK then, as you asked so nicely. What we are talking about here, guys and gals, is the definitive ladders and ramp game. There



▲ *Super Mario Brothers Clone* can be few of us who haven't played *Super Mario Brothers* to death in the arcades or on Nintendo consoles, but up

until now it has never been available for any home computers. The fact is that hasn't changed one jot, Nintendo is still guarding

its license jealously. However, *Gianni Sisters* is now available, and that's the next best thing. Basically *Gianni Sisters* is

► MACHINES:
 SPECTRUM/ATARI ST/CBM
 64/AMSTRAD.
 ► SUPPLIER: MARTECH.
 ► PRICE: £7.77.
 ► VERSIONS TESTED:
 SPECTRUM/ATARI ST.
 ► REVIEWER: PAUL
 BOUGHTON.

Okay, so my mate Matt Rielby gets to meet Vixen star Corinne Russell in the flesh and I get to play the game. Life can be very cruel. Still I'm used to getting the rough end of the pineapple.

I suspected the game would turn out to be a naff offering with a tiger-skin clad cleavage on the cassette cover as its main selling point. Actually it isn't bad.

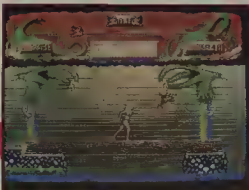
The animation of the main figure is really very good, silky smooth with a wiggle in her walk. The ST animation is especially good. When Vixen runs watch out for the way her

hair bounces. I wonder what shampoo she uses?

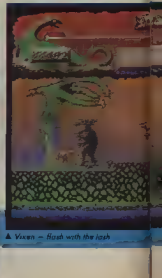
The game play, however, is a little suspect, lacking variation.

The setting is the planet Granath, populated by hordes of rampaging reptilian creatures.

Stalking through this world, armed only with a whip is the striking figure of Vixen. Abandoned as a child and raised by foxes, Vixen has somehow gained magical powers which, under certain circumstances, enable her to transform



▲ Foxy lady whips up a storm.



▲ Vixen - Flash with the lash

MINI SISTERS



▲ Definitive ramp and ladders game

as straight a rip-off as they come, and as likely a candidate for a court case as any of the many rip-offs that litter our industry. However, for all that, it is a bloody good game, and it is the rare games player who would stand on principle enough to ignore it, considering the temptation we must all feel to have it in our collections.

It's certainly good news for us all here at C+VG, since Mario remains the most played game in the office despite the length of time since it came out, and we can now have a version of it up and running on two different computers.

Probably the most obvious and important difference to playing Gianni over the original is



▲ Superb play

that instead of the Nintendo paddle, you now control your little bouncing sprite with a joystick. This takes slightly different skills, but it's nothing much and after the initial shock of the new has worn off it makes no real difference.

Instead of playing a stumpy little ice cream man type who grows to twice the size on contact with the "magic" mushrooms that litter the various worlds he must fight through in order to rescue some princess, you now control a cutie little girl in pig tails and bobby socks. This time around contact with hidden fireballs,

electric shocks, fruit etc. give extra powers, time etc. including her becoming a much more acceptable hard punk type woman who thankfully takes the rather painful cute element down a level or two. Your task is to rescue your twin sister from some sort of trouble.

That's it really, a bloody good game, and it didn't get Game of the Month, it's only because we were loath to give it to such an obvious filch.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	9
▶ OVERALL	9

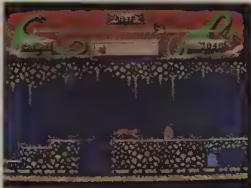
UPDATE...

Gameplay on both the C64 and the Atari ST versions of Gianni are identical to that on the Amiga: in other words you get a pretty ace game whichever machine you've got.

The ST version is marred by flip screen rather than horizontal scrolling.

Into a fox

Each level of the game must be completed within the set time limit. On the way Vixen must collect gems, extra time, lives, mystery bonuses and battle against the



▲ Vixen does the fox trot.

monsters, lashing them with her whip.

She also has to accumulate Fox Time which allows her to transform into a fox and try out the underground levels.

Because all the gems, bonuses etc. are on the floor, and also that the monsters are fairly small, most of the first levels are played with Vixen in a crouching position. This I found a little tiresome.

Apart from the increasing difficulty of the levels, there doesn't seem to be much more to Vixen above ground.

The underground fox levels are really just for bonus points against the clock, no real brushes with death.

Good graphics, nice sound, but a little mundane in the playability stakes - that's Vixen.

	ST	SP
▶ GRAPHICS	8	9
▶ SOUND	6	8
▶ VALUE	7	7
▶ PLAYABILITY	7	7
▶ OVERALL	7	8

UPDATE...

If by the time you read this Vixen should be doing a fox trot across all the major home computers.

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And if you are a Grand Master, Sargon III will rise to the occasion - it's beaten a Chess Master rated 2209.



Sargon III will be available at £19.95 for Commodore 64, Atari (8-bit) on disk, and £24.95 on PC, Amiga and PC.

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INTERCEPTOR

Reviews

► **MACHINE:** AMIGA.
► **SUPPLIER:** ELECTRONIC ARTS.
► **PRICE:** \$24.95.
► **VERSION TESTED:** AMIGA.
► **REVIEWER:** DAVID BISHOP.

Amiga flight sim 'treads have certainly been having a field day lately. First there was Sub Logic's *Jeland* now Electronic Arts' has entered the fray with *Interceptor*, an F-18 Hornet and F-16 Falcon combat simulator set in and around the San Francisco bay area of the States.

Before you can attempt one of the many varied missions in *Interceptor*, you must first prove your aerial

of stolen aircraft and the annihilation of their enemy escorts.

Sometimes you'll be asked to fly search and rescue missions which involve the location of a friendly pilot, shot down somewhere in the bay. Not only must you deploy a rescue pod within range of the unfortunate pilot, but you will also have to deal with a number of enemy pilots loitering menacingly around the rescue area.

The most taxing mission of all involves the protection of Airforce One which is on its way to San Francisco Airport. Hostile

comprehensive package. The graphics and sounds are superb; smoother and more detailed than either *Jet* or *Flight Simulator II*.

Interceptor is destined to become a benchmark against which future products of the type will be

UPDATE . . .

Now here is the bad news. Electronic Arts in their wisdom have absolutely no plans to convert



▲ Runway rendezvous prowess by successfully completing as simple qualification flight.

All you have to do is take off from the deck of your aircraft carrier (the USS Enterprise), fly around the bay for a bit and then land safely back on the carrier again — not an easy task. During your flight, you may get harassed by enemy 'bogeys' and these must be dealt with as you see fit; shooting them out of the skies with a well aimed Sidewinder is particularly satisfying!

Missions come in all shapes and sizes. From simply locating and identifying an aircraft which is 'out there somewhere', to the interception of a couple

aircraft have been detected in the area and it's your job to intercept and eliminate the aggressor planes, enabling the president's jet to land safely.

Interceptor is packed with all the features one has come to expect from a top class combat and flight sim: spottier plane and tower views with zoom controls, multiple head up displays, various defensive and offensive weapon systems, target selection and identification computers and much, much, more.

A well laid out manual and a number of training missions and manoeuvre tutorials provide easy access to this



▲ Your jet.



▲ The ultimate flight-sim at the moment.

judged. If you like this kind of game and you own an Amiga then buy it at your first opportunity

Interceptor to any other format. And even if they do change their minds other formats wouldn't be available for a long, long, long time.

So non-Amiga owners have two choices. You can either buy an Amiga or learn to live with the fact that you won't get your hands on the best flight sim around.

► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	8
► OVERALL	8

Reviews

RACE AGAINST TIME



▲ Conquer the world.



▲ New York - heading to the airport.



▲ Carrying a torch for Paris.

► MACHINES: SPECTRUM/
AMSTRAD.
► SUPPLIERS: CODEMASTERS.
► PRICE: £4.99.
► VERSION TESTED: SPECTRUM/
AMSTRAD.
► REVIEWER: PAUL BOUGHTON.

How are you really expected to criticise a game which it is hoped will raise loads of money for Sport Aid 88, the charity fighting hunger, poverty and disease among children worldwide? To say anything against it would be churlish to say the least. Even if this game's bad, it's good. Right?

And, in fact, what we have here is a quite decent arcade adventure for a fair price.

However, most of the praise for this game comes from Codemaster themselves. Just get a load of the blurb.

"Another great game by the Oliver Twins." Well, it's another game by the Oliver Twins. But great?

"An excellent example of how compulsive and addictive a game can really be!" That depends on what other games you've ever played.

"Absolutely brilliant - this is one of the best computer games ever written." Now steady on! That really is going too far.

In *Race Against Time* you play the part of Sudanese runner Omar Khalifa. He's the athlete who back in 1986 lit a torch from the campfire in an African village and ran with it through Europe and the United States to launch Sports Aid.

Nicely programmed and playable, *Race Against Time* has to be a recommended buy. It even has Peter Gabriel's *Games Without Frontiers* as a soundtrack.

	AMS SP
► GRAPHICS	8 7
► SOUND	8 6
► VALUE	8 8
► PLAYABILITY	8 8
► OVERALL	8 7

The Commodore 64 version should be out by the time you read this.



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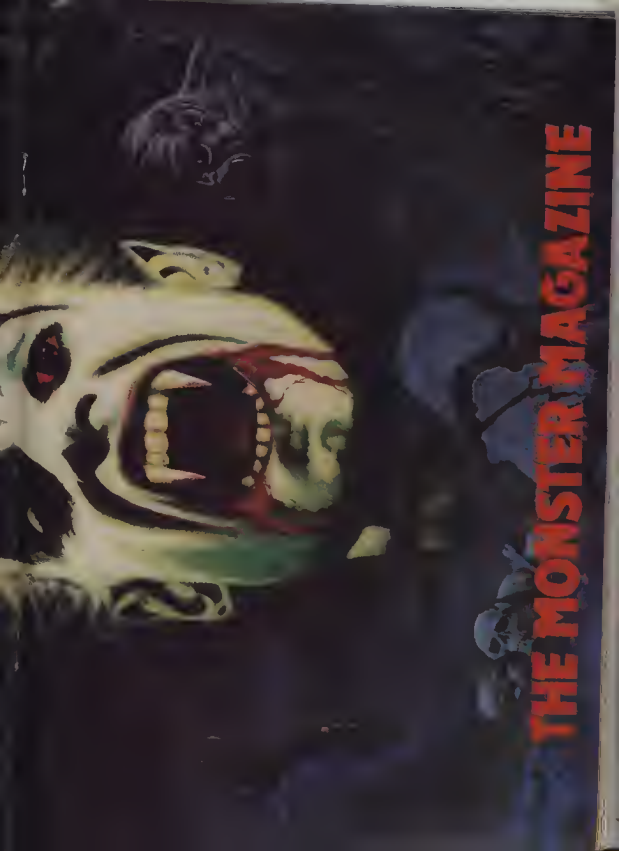
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F FRAME UP

Fame again beckons for those who play the frame game, the superb computer artists who submit to C+VQ's Frame-Up.

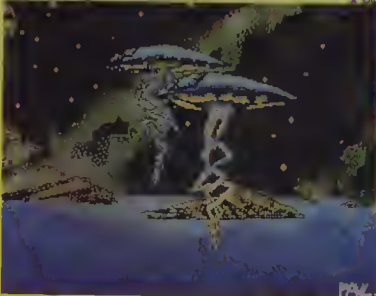
Those who feature this month are Stuart Shackleton, of Bradford, who produced *Karnov* and *Frightmare* on the Amstrad; Paul Sargent, of Canvey Island, Essex, came with a version of Stephen King's *It* book jacket and the Roger Dean inspired *Vertigo* on the Atari ST. Trooper and *Psychic* on the ST were drawn by Laurent Stern, 15, from France. Barry Pringle, of Wembley, shows us what he thinks *Cultun* should like on the Amiga and his version of *Rampage*. And thanks to Rob Matthews, from Teddington, Middlesex, for *Freddy, Madonna, Pinocchio* and *Rupert Bear*. Finally the *Amstrad Mel* and *Kim* is from Anthony Wilson, who lives somewhere on Planet Earth.



▲ *It* from Paul Sargent



▲ *Cultun* from Barry Pringle



▲ Paul's *Vertigo*.



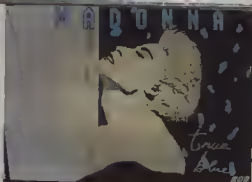
▲ *Freddy* by Rob Matthews



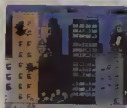
▲ *Mel and Kim* by Anthony Wilson



▲ Stuart's Frightmare



▲ Madonna by Rob



▲ Barry's Kampagne



▲ Pinocchio by Koo



▲ Rob's Rupert



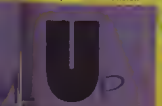
▲ Trooper - again from Paul



▲ Karnov by Stuart Shackleton



▲ Another from Laurent



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BIG

Screen

Question, what do you call a dirty, smelly tramp with a knife, who's found near the body of a woman, and who won't talk to the police? Answer 'Murderer!' That is unless you're a crusading attorney like Kathleen Riley (Cher), who believes that a **Suspect** (15) is innocent until proven guilty.

That doesn't count for much if he's a penniless bum in Washington, though. It's one law for the Whitehouse and another for the homeless. Luckily, the workaholic lawyer cares and sets out to prove her client's innocence, starting with the minor detail that he's a deaf and dumb — hence his non-cooperation!

Meanwhile smoothie, self-seeking political lobbyist Eddie Sanger (Dennis Quaid) is summoned for jury service and lumbered with this case.

What everyone else has overlooked — but what has Eddie exclaiming 'Elementary!', just like Sherlock Holmes — suggests that the tramp is innocent after all. But jury members aren't supposed to talk to the attorneys, let alone turn into private detectives and do their jobs for them!

Suspect isn't the most convincing thriller you'll ever see, but it's directed with considerable verve by Englishmen Peter Yates, who draws a rich contrast between the corridors of power and the holes in the ground that are home to the destitute.

There's more murder in **Throw Momma From The Train** (15) but it's not a whodunit. It's actually a how-will-they-do-it — the 'it' being the disposal of Momma, a senile, housebound monster who makes her son Owen's life a misery.

Larry also has problems. His ex wife walked off with the plot of his latest book and became an overnight success, leaving him with a terminal case of writer's block. And aggravating it all is Owen, who attends his creative writing evening classes and submits murder mysteries with only two characters.

In desperation, Larry sends Owen to see Hitchcock's *Stranger on a Train*, the tale of two men who both have people they want dead, so decide to swap murders. But Owen takes it personally and

thinks that Larry is suggesting a similar exchange — and before you can say 'assassin!' he's killing Larry's wife.

Now Owen insists that Larry fulfil his part of a bargain that he never made: Will he kill Momma? Can Momma be killed? She not only looks like the Hulk — she shares his temper and she's just about about as indestructible!

While **Throw Momma** doesn't quite live up to its tasteless premise, it is still a lot funnier than most Hollywood comedies. Danny DeVito (*Romancing the Stone*) directs and stars as Owen with Billy Crystal (*Running Scared*) providing excellent support. And don't overlook Anne Ramsay as Momma, the best argument for euthanasia I've seen!

With all these deaths occurring it's inevitable that eventually a **Cop** (18) would show up. He's James Woods, the craggy actor from last year's **Best Seller**, where he was on the other side of the law, playing a self-publicising hit-man.

Not that he's much better with a badge. He throws away the rule book immediately he leaves the station. His vigilante zeal makes **Dirty Harry** look like a liberal as he tracks down a serial killer who does messy things to call-girls — and in this slice of life from the seedy side, we're not spared a thing.

Inevitably for such an unorthodox law-man, he runs into trouble with his superiors, not to say his wife who reckons that telling True Detective bedtime stories to their daughter is taking obsession a bit too far. But pretty soon he's probing a hooker in a manner he was definitely not taught as part of routine interrogation.

Normally I like James Woods' performances, and there's no denying that this is another powerful part. But the unrelenting seediness of the film proved a little too much.

There's only one film that can follow it and that's **Prison** (18). What next, I ask? Parole? For the minutes of this particular institution, the only way out is in a box — and that goes for guards as well as their charges.

This is yet another roller-coaster ride from

Death by misadventure or murder most foul? Celluloid coroner **Ward R Street** passes judgement on this month's movies and discovers a few stiffies...



▲ **Momma**: You must be choking!



▲ **Suspect**: Cher lays down the law



▲ **Prison**: Jailhouse Shock



▲ **Cop**: Lighter moment among the seediness

Empire Pictures, the company behind *Critters* and *Re-animator*, who can usually be depended on to deliver the exploitation goods. This time they do it in double quantities by combining the tough jailhouse movie with supernatural nastiness.

Years after the state prison was closed, it's due to be re-opened on account of overcrowding elsewhere. The warden is none other than the guard who ripped a cross from the neck of the last man to be executed there – just before he went to the chair. No prizes for guessing which spirit is responsible when one escapee has a metal pole driven through his head and a guard is trussed up with barbed wire, then!

Prison is yucky enough to satisfy the most ravenous gore-hounds but witty enough to escape the gratuitousness of *Cop*. Spend a spell in the penitentiary.

Having a kid is another kind of life sentence, as the parents in *Maybe Baby* (15) discover... but only hardened Molly Ringwald fans need subject themselves to the traumas of teenage parenthood. This is the best argument I've seen for contraception – is should never have been conceived!

Darcy and Stan are the young lovers whose moment of carelessness leads to a lifetime of misery – at least it seems like a lifetime as the movie wavers between broad comedy and the harsh realities of being kicked out of home and having to live in a slummy loft.

I suspect that the idea was to produce a serious, moral movie, enlightened with moments of humour, but director John G. Avildsen, better known for the slightly more mature *Rocky*, is so OTT that the result makes *Neighbours* look subtle.

It's a Johnson's Baby Soap Opera as Stan gives up his scholarship to college and Darcy gets piled!

A movie called *Shy People* may not sound gripping entertainment for the average extrovert, but it's really a melodramatic brew set in the Louisiana Bayou. A classy New York Journalist goes to interview a distant strand of her family for an article for a glossy magazine and ends up letting enough

BIG Screen



▲ *Wings of Desire*. Swinging fantasy



▲ *Shy People*. backward



▲ *Man on Fire*. Grunts and stunts



▲ *Maybe Baby*. Bundle of joy!

skeletons out of the cupboard to keep a gravedigger busy for a year.

Her kith and kin are every bit as strange as the mutant brood in that classic of family life, *The Hills Have Eyes*. Ma is a tough talking, tobacco-chewing matriarch who rules the roost with a rod of iron. Her sons include the inevitable simpleton, another who's about to become a father, and a third kept locked up in a disused chicken coop. And nobody talks about their father!

But it takes the journalist's sassy, cynical, coke-sporting teenage daughter, to set things moving, when she plays the sophisticated temptress. The film has virtues, including some nice performances and some atmospheric camerawork.

The film is never dull – but with such a collection of freaks it's never really convincing either.

Every bit as hysterical, though with fewer redeeming features, is *Man on Fire* (18), a bizarre European production, set in Italy and starring American Scott Glenn as an ex-CIA man hired to protect a child from kidnappers. After the criminals finally get to her, shooting him in the attack, he decides to wage a private war against them.

There's slow motion photography, long sequences when nobody does more than grunt; a little designer violence... and one of the most ludicrous stunts I've ever seen.

There's such an excess of silliness that in the end, *Man of Fire* simply burns itself out!

The director should take a lesson from Wim Wender's low key *Wings of Desire* (15). This two-hour, mostly black and white fantasy, set in Berlin and won't be for everyone. But if you don't mind making a mental effort and reading sub-titles, prepare to be entranced by a tale of two angels, passing unseen amongst the mortals and easing their suffering, and find out what happens when one decides that he'd give up immortality for a few years.



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Taking the Mickey?

COMPETITION

COMPETITION



How do you fancy a trip to Disneyland in Florida with *Bremkin Graphics* and *Computer+Video Games*? No, we're not taking the Mickey Mouse and you won't have to wish upon a star to make it come true.

All you will have to do is buy a copy of *Bremkin's* now damn based on Walt Disney's famous cartoon character and enter the *Bremkin/C+V* art competition.

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- Two winners who will visit Disneyland in Florida sometime in October this year, with a member of *C+V*.
- You'll get seven nights hotel accommodation at the *Aodiny Inn*, an international drive, which is about two miles from Disneyland and the futuristic world of the *EPCoT Center*.
- One way transfers from Orlando Airport to the Hotel.
- Four days admission and unlimited use of all Magic Kingdom and *EPCoT Center* attractions and the Walt Disney transportation system.
- One admission to *discovery island* or one luncheon in the Magic Kingdom.

- One day's admission to Walt Disney's World *Disney Country* or one luncheon at the *EPCoT Center*.

- A choice of two admissions from the following: *Sea World/Cyprus Gardens/Konoway Space Center/Busch Gardens*.

- A choice of one luncheon at the *Crysin Palace* in the Magic Kingdom or lunch at the *EPCoT Center*.

- Fully comprehensive insurance is included.

Great isn't it. All you will have to pay for is transport to and from *Orlando Airport*, food and spending money.

All you have to do is draw a picture of Mickey Mouse and answer three easy questions.

The competition will be split into two age groups, up to 14 and 15 and over.

The entry form will be inserted in copies of *Bremkin's Mickey Mouse* game and must be sent with your entry to *Computer+Video Games*. The address will be on the form.

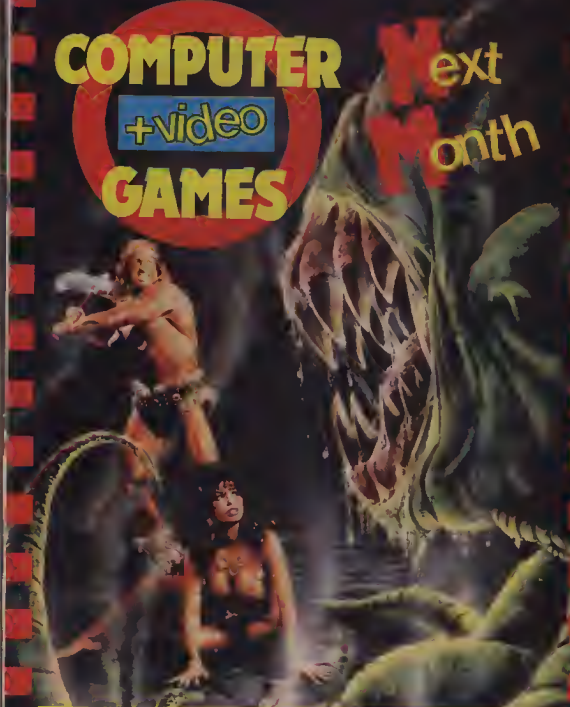
The closing date for the competition will be *September 15th* and will be winners will be picked by a representative of *Bremkin Graphics* and *C+V's* Art Editor, *Craig Asquith*.

And a diary of the winner's time in Disneyland will appear in *C+V* in a future date.

So don't delay. *Mickey Mouse* should be on sale round about now.

COMPUTER +video GAMES

Next Month



C+VG is sizzling into Summer with a red hot scoop on the launch of the year so far – the stunning *Barbarian II – the Dungeons of Drax*. It will be launched on all systems and C+VG will have the full story with an exclusive £1.00 off deal for C+VG readers. All the latest reviews, a

guide to the best rides and arcades in the UK, the latest challenger in *Winner Stays On*, and the best maps, hints, tips and pokes in *Playmasters*. On sale July 15th. Essential holiday reading at the completely unbeatable, value-packed price of £1.10.

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Play By Mail

The hottest news on the scene is that "The Great Northern P.B.M. Convention" will take place in Sheffield in early October.

Cheap tickets will be on offer to C + VG readers so keep your eyes glued to the page for the latest news...

Once again I am running short of play testers and require your assistance. I have too many games to cope with at the moment and not enough

There is still a lot going on out there in the P.B.M. world, with another P.B.M. convention on the cards, the C + VG game of *It's a Crime* drawing to a close, N.A.B. software giving loads of P.B.M. material away and lots of news and gossip on the grapevine. So get ready,

by a rival family.

The whole game is, in fact easy to

play, but if you are looking for continual violence — look elsewhere.

The people who win this game — it can be won by more than one person — will be diplomatic, devious, dodgy and downright dangerous.

NAB software has come up with a great offer. Start up and rule books are usually £5.00, but anyone interested in a rule book just has to send a large SSAE to me at C + VG and they will get one free.

Furthermore, if you wish to join straightaway, it will only cost you £2.50 for a rulebook, startup and TWO FREE turns. This also applies to people who just want to receive the rulebook as well.

Further turns vary in price depending on the type of game you play with regard to turn around. If you play a game with a one week turn around the price is £1.00 per turn. If you play a game with two or

around in and about the time when Ancient Egypt was in its glory. Start up in the game costs £5.00, which includes rulebook, and three free turns. However further turns now costs anything between £1.00 and £2.00.

C + VG's It's a Crime

C + VG's game of *It's a Crime* is reaching its final stages. The mob bosses have been chosen and the most powerful gangs are still jostling for that prestigious pole position. In case you haven't noticed KJC has changed to different turn sheets that are now separated into individual sheets.

At the moment, the leaders of the game are Riotous Assembly with notoriety of 1160. They have a small cushion as the second placed Lumps of Green Putty are on 1119 points, closely followed by Suicidal Tendencies of 1108. Other notables are The Hammers fifth on 1609, the Chainsaw Gutsblasters 19th on 776 and The Hedgehog Hitmen 24th on 752.

Dawn of Ancients

KJC has released a new game called *Dawn of the Ancients*, a computer moderated strategic



players, so I am looking for readers to help me out by playing the various new P.B.M. games that have arrived on the market. All you have to do to get involved is write in giving your name, address, age, P.B.M. experience, type of preferred game and reason why you think you should be allocated a playtest. I will then compile a list and allocate playtest positions on the order of suitability to the game available.

I have been playing *Family Wards* for over a year now and am enjoying it immensely. As the name suggests it is a game based on organised crime in America around about 1930. You play one of the 18 kingpins in with a small criminal family and you have to finally gain control of the city's underworld. You do this by paying backhanders to the police and the mayor, controlling a illegal business organisation and increasing your family's area of influence.

You create your family by giving it a name and then picking the type of leader your kingpin is going to be.

Orders are very easy and simple to perform. You have a

Increase Agents

The recruitment of new agents into your ranks. This may only be ordered once a turn and the maximum increase is 50 agents per turn.

Infiltrate

An attempt to insert your agents into the ranks of another family. You target a rival family and, if they are recruiting agents, you infiltrate agents into their ranks in proportion to the number of effort points expended.

Security Check

The process of checking the loyalty and integrity of personnel and discovering if there are any spies. Any agents found will be "disposed of".

Infiltrate City Hall

If you are successful you can use the Probe City Hall order, which means you can find out what official is being paid off and who is doing the paying.

There is a full range of offensive and defensive orders, but I have concentrated on the more sneaky orders. You can pay off all kinds of people, from the police force to the mayor and his staff, to gain information or "official help" if you are being attacked



three week turn rounds, it will cost you £1.50. The latter would be ideal for overseas players and I strongly advise them to write in asking for an overseas game to set up. All cheques made payable to the company.

Finally, NAB has slashed prices for its other game *Agyptus* by 50 per cent. The game is a tribal economic, computerised, wargame get

game for 12 players, each of which is the ruler of an ancient empire. The aim is to expand the empire to the mightiest civilisation ever known.

I will be reviewing the game well soon, but if you want to join now send in a cheque for either £9.00 for the rules and map or £5.00 for the rulebook, a map, the house rules, the first sheets sheet, the rulebook and three free turns.

TAKE 'EM ALL ON...

IT'S THE ONLY WAY TO LIVE!

Screen
Star

Target Renegade is hugely entertaining and ample justification for a sequel! It develops the theme and develops the game play no kind on the original. Each man is four spites... all beautifully drawn with great comic touches. The dog is quite wonderful. **Commodore User**

PCW
GAME
OF THE
WEEK

Target Renegade has the added essence of variety, which is not to be found on other games of this kind. Fear not, this is well worth the reading. **PCW Game of the week**

TARGET: RENEGADE



Every move you make, step you take, they're watching you. Fight your way through the precinct — the bars, the car parks, fight your way through the villainous community, the skin heads, the Beastie Boys, the bouncers. On a hot, my night in New York this is just the tip of the iceberg on your chilling quest to confront 'MR. BIG'. A spectacular arcade style brawl with many hoodlums and hellhounds to encounter — this is Target Renegade — if it moves, it hurts!

CASSETTE

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Imagine
the name
of the game

Welcome to another feast of fantasy. Wayne here again, your guide to the magical world of role-playing games. And have I got some goodies for you this month, including the latest offerings from TSB and Standard Games, a look at live role-playing and your letters on page 13ree.

OUTREMER

- SUPPLIER: STANDARD GAMES.
- REVIEWER: WAYNE.
- COMPLEXITY: FAIRLY EXPENSIVE UPWARDS
- PRICE: £11.50.

I have always loved the era of the crusades and for a long time it has been of great interest to both wargamers and roleplayers alike. The mere mention of the word Crusade

— as if anyone would do the game justice they would.

As usual, Standard supply the following: two large, full colour, interlocking maps, a large transparent counter tray to hold the two sheets of character counters, which contain over 100 knights, tribesmen and specialist sub classes, a well moulded 10 sided die, two play sheets for

could happen and how you could modify it. Encounters can be determined by the role of a die and quick consultation with the "Chance Encounter" Table. The result could be anything from a meeting with a group of determined tradesmen or a confrontation with a bunch of hostile deserters.

With the system advancement table, your characters can advance or regress in strength and status depending on how they act. For example if you play your characters bravely and they defeat or capture a superior opponent in combat, you will receive a certain number of points, depending on the actual not performed. Once you have a certain number of points your character can progress in it's attacking and defensive strength and this makes your character a better fighter. However, if you play your characters so they run away or surrender to the opposing forces, you can lose attack and defence strengths, and if they go lower than what is required for a person of your characters status, you will be reduced in status to the next level down.

The new rules are also compatible to Standard's previous releases, so with a few simple strokes of a pen you can make a quick and simple conversion of the advancement system to all their other products giving them a new lease of life. I will stress that this game is not for the beginner, and some experience is necessary. A competent gamer would get hours of fun from this product and find it well worth the money, especially if they are already familiar with the Standard-style of game.

- VALUE 9
- PLAYABILITY 9
- PRESENTATION 10
- LASTABILITY 8
- OVERALL 9

HEROES FOR D

- SUPPLIER: LAMES WORKSHOP.
- PRICE: £0.99.
- COMPLEXITY: NOVICE UPWARDS.

Heroes For Dungeonquest is the first expansion kit for the *Dungeonquest* board game and you need the original product to be able to use this.

Plastic figures and dice are all supplied along with a fantastic amount of full colour tokens. It is a simple, easy, yet



brings to mind romantic pictures of Richard the Lionheart and his knights battling Saladin's tribesmen in the heat and dust of a mysterious desert.

Although I had gone to great lengths to obtain a game covering this period, be it roleplaying or otherwise, I was disappointed to discover that there were hardly any games relating to the crusades in existence. You will not be able to appreciate the job I felt when *Outremer* was plonked unceremoniously on desk.

Outremer was in fact the name of the states set up by the first crusading forces in what was then called "The Holylands". This game of man to man combat is set in the time of the Third Crusade and gives you the chance to re-write history by playing either the Christian or Moslem forces. I was very pleased to see that this was a Standard Games product

easy reference and a well written rule book. However, in this product they also supply another ten sided die plus a six sided, a full colour wall map of the Holylands plus an extensive rule expansion section that covers character advancement.

It is the latter that excited me. Now, not only can you play the game as a one off, but you can create an ongoing campaign that will last as long as you will. All the rule expansion is included in the new 52 page rulebook and covers such topics as scenario generation, chance encounters and the all important character advancement.

The scenario generation system works extremely well. For example, if you capture a group of pilgrims and are commanded to take them from Tyre to Acre all kinds of weird and wonderful things can happen. This section gives you hints and tips on what



addictive game. It gives the novice some understanding what role playing is about, as it has a combat system that is slightly more involved than usual and incorporates the player watching several things at once. Designed by a couple of Scandinavian role players and published by Games Workshop.

When the original game was launched, it was clear that many expansion kits were on the cards, as, although the game is complete in itself it is quite basic and wouldn't stand

ROLEPLAYING

DUNGEONQUEST

on to regular playing. The main reason for this was that there was only a choice of four adventures to play and although there were a lot of encounters with monsters and traps, there was limited magic in both spells and magic items.

With the release of *Heroes Games Workshop* have solved most of the problems and opened up some new avenues of play. In this expansion kit you get twelve new characters

► SUPPLIER: GAMES WORKSHOP.
► PRICE: £14.99.
► COMPLEXITY: NOVICE UPWARDS.
► REVIEWER: WAYNE.

This game has all the markings of a Game's Workshop product stamped all over it. Great artwork, loads of tokens, slim rulebooks, metal figures and a solitary die. "All

CURSE OF THE MUMMY'S TOMB

that your opponents have come across in their explorations and they either have to fight their way out or try to avoid them using their skills. The way this is resolved is by using rolling

a lot of these cards to help you get to the top of the board. That's right, TOP of the board. You see Game's Workshop have come up with a cracker of a playing surface, as



well and good", I thought to myself "But is the game itself any good?" After a period of extensive playtesting, I can tell you that the answer to that question is a definite "YES!"

"Tomb" is a simple boardgame for one to four players, in which your main aim is to search and retrieve the elixir of life from the deadly Pyramid Of Khonsu. To do this you must assume the role of one of the four characters provided. You have the option of playing a mad professor, a entrepreneurial Earl, a prospecting priest or a private eye.

► Movement cards are self explanatory, but the last two types of card contain details of a special creature or hazard

the die and using the simple but effective combat and results table.

Another way to stop your rivals is to use the dreaded, diabolical Mummy!! At the start of each turn you all bid a secret amount of Tana leaves and the person who bids the most controls the mummy. You can then move the undead creature in certain directions, the main aim being to get it as close to another players characters, so that the mummy attacks them!

To help you combat all these nasty encounters, you can obtain discovery cards. These can be anything from a lucky scarab ring to an archeologist's kit, but all discoveries are won in some manner. You will need

it is shaped in the manner of a three level pyramid!! It is easy to assemble and gives the game a great 3D feel. You have to have special cards to get up and down levels and of course the elixir is hidden at the top in a secret room.


Overall, I was impressed by the amount of work that Stephen Hand, the games designer, must have put into creating this game.

Fast, fluid, fun and well worth the asking price.

► VALUE 9
► PLAYABILITY 9
► PRESENTATION 9
► LASTABILITY 4
► OVERALL 8

stats sheets plus the corresponding metal models. The new characters range from a ninja to a sorcerer and take into account such factors as Berserker rage, the use of a blowpipe and unarmed combat. There are also eight new magic ring cards and the rules for characters who have inherent magical ability.

► VALUE 8
► PLAYABILITY 8
► PRESENTATION 8
► LASTABILITY 8
► OVERALL 8



Manoeuvre your lone
battlecar Marauder through
spinning, eye-pods, bouncing bombs
and electro-hovers. Marauders massive
laser cannon crash-firing all defences to
oblivion. As Captain C.T. Cobra you are
determined to retrieve the jewels from
remorseless grip.

Another stunning shoot-em-up
from Hewson!

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HEWSON

MARAUDER

AVAILABLE NOW FOR
YOUR
ATARI ST & AMSTRAD PC

FAR AWAY IN A LAND
WHERE TIME STOOD STILL ...

... A SUDDEN ROCK-FALL
THREATENS TO KILL OUR HERO

ARGHH!!

WHERE TIME STOOD STILL



RRRRRRRR!!

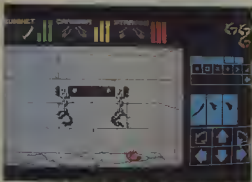
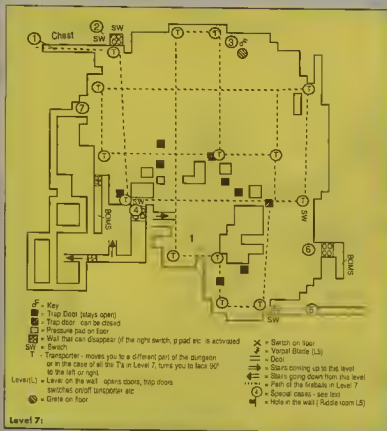
GOOD LORD!

DANGER LOOMS EVERYWHERE!!

OH NO!!
CANNIBALS

ocean

Dungeon Master



▲ The Big Ed cringes as Justin whips him on Sidewinder.

[9] The other end of the transporter link [5]. Remember, the link has to be switched on, which can only be done from one end - which end? Well you'll have to find out won't you?

Level 7

As far as the most difficult to map, level 7 is basically one gigantic room, full of ghosts, skeletons, trap doors, switches, transporters, and fireballs. Before you go down the stairs to

the start of this level, make sure you're topped up to the brim with 'weaken monster brings' spells - you're gonna need 'em!

The first thing you'll notice when you step out into the room is a click. Look round and you'll see a trap door has appeared behind you, cutting off any retreat. But don't panic, just walk off the PP you're standing on, and step back onto it. The trap door disappears and you

TEAM SELECTION

There's a very important tip to give you a good balance between brownie, goblin, and make sure three of your party have at least some weapon 'magic' (potentially). When first playing the game choose the second option which gives you back your characters just as they were when they died, but as you get more experienced, go for resurrection. Take great care of all the old, acquired skills, but leave the character's (in mono, slomo, and) it will take a while to get back to the same level of skill, but when you do they will be stronger.

MONSTERS

Dungeon Master is really jam packed with monsters, some of which are easy to kill, some hard. A good way to get rid of difficult monsters is to lure them to the nearest button operated door or trap and close it on them. Though this'd better make sure you don't let them through. Alternatively you can use a fireball spell against them. Toughest are the giant rats and the goblin warriors, though as with many of the monsters, they can be seen once

scope route is clear. Get into the habit of doing this whenever you enter level 7, believe me, ghosts won't waste while you tiptoe around the PP's looking for a way out.

Play Masters

(1) Now here's a small corridor with a ring in the wall. It can't have escaped your notice that, every so often, a fireball seems to wizz past your nose, but from where? Well, although this may look like your standard corridor with a chest at the end, take a closer look at the end walls.



▲ The writing on the wall.

Those two tiny holes are the source of all the fireballs that keep zooming all over the dungeon. Now get out of there before one gets you for 100 damage points each!

(2) At the start of the "fireball" corridor, there's a switch on the wall. This opens up an alcove in the wall adjacent to the switch. On one of the walls of the alcove is a green gem.

Still wondering about those transporter? Well perhaps they're not there for your benefit at all. Think an object into one and see what happens. Yep, it gets thrown round a corner, and that's precisely what happens to our friends the fireballs.

The dotted line on the map is the path each fireball takes as it travels back and forth across the map, being deflected by 90 degrees either to the left or right, each time it hits a transporter.

Here's where the green gem comes in, because it'll switch off all the transporters. Now the fireballs come out the holes and shoot along the corridor but, with no transporter to turn them to the right, they explode harmlessly against the wall.



▲ "Challenge me if you dare".

Although staying alive is priority number one, switching off the transporters comes a pretty close second.

(3) There are a number of grates on the floor at this level. Close to one of the round ones, you'll find a skeleton key. Keep your eyes peeled though, as this is easily overlooked.

(4) It is vital that you find this switch, because it opens up the top of a long staircase that links level 7 with all the other levels. Be warned though, each level can only be connected to the stairway from inside that level, although it's a useful place to leave spare food and torches, because you can pick them up later.

(5) You'll need a compass to get very far down this strange corridor, it indeed goes anywhere at all!

(6) One of a couple of hidden corridors with goodies in them. Some of the goodies are a red flask which explodes on impact when the flask is thrown at a target. These come in very useful much later on — use sparingly until your back's really up against the dungeon wall.

(7) The way out to level 8.

GENERAL HINTS

(a) Whenever one of your party has a full supply of Mana,

SCREEN BY SCREEN

There comes a time when mere tips are not good enough, and you need to see exactly what to do and where. Which is why every month we'll be providing handy visual hints for all those tricky spots in the latest blockbusters — Screen By Screen. So, due to popular demand, we'll kick off with System 3's Last Ninja...



The Marsh: Stand here, hold down the fire button and simply jump across this and the next screen with ease...



To get back: Stand here, press the fire button and jump across the two screens...



The Stream: Stand here, press the fire button and jump across...



The Dragon: Stand here and throw a smoke bomb to put the beast to sleep...

Here are some simple spells that you won't find in the game.

THE "DUNGEON MASTER" SPELLBOOK

Attack Spells	1 Poison Cloud 2 Ghost Killer 3 Fireball 4 Lightning 5 Cast a cloud of poison 6 Poison Spell	OH + VA DES + EW FUI + IR OH + IR + RA HO + VEN DES + VEN YA + BRO
Defense	1 Shield Spell 2 Fire Shield	FUI + BRO + NETA YA
Potions	1 Stamina 2 Health 3 Strength 4 Oxenberry 5 Wisdom 6 Victory 7 To Cure Poison 8 To heal wounds	VI FUI + BRO + KU OH + BRO + ROS YA + BRO + DANA YA + BRO + NETA VI + FLASK VI + FLASK
General	1, Open Door 2, Light Spell 3, Long Light 4, Footprints	ZO FUI OH + IR + RA YA + BRO + ROS

NOTES: Potions and spells increase the effect of spells. Footprints spell is useful to stop your getting lost.
* Temporary Spells

use some, either to make a potion, or cast a light spell, even if you don't need to.

(b) Still on the subject of potions, always have a full complement of potions ready made for that odd emergency that is invariably lurking round the next corner.

(c) Don't be in a hurry to use weapons with special powers.

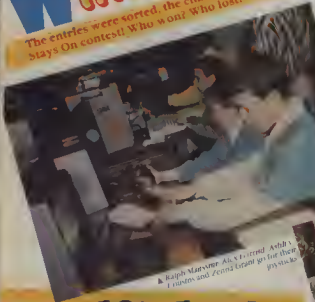
(d) Be patient when in combat. Retreat, quaff some potions and try again.

(f) Don't eat or drink when the relevant scroll bars are close to maximum, unless you're standing by a water fountain. Food can get pretty scarce later in the game.

(g) Don't be stopped by closed doors with no keyholes/butts, messages that you cannot pass etc. Nearly always you can simply chop it down or use an open door spell.

Play Masters Winner Stays On

The entries were sorted, the challengers selected... It was time for the first ever C+ VG Winner Stays On contest! Who won? Who lost? Who did embarrassingly badly? Read on to find out...



▲ Ralph Mansson, Alex Cousins and Zenna Grant go for their joystick

SCORE CARD

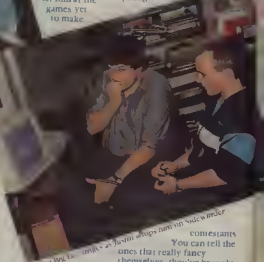
	Middlesbrough	Super Mario Bros.	Arkanoid	Target	Score
BEN PAGE , 17 year old Sega owner from Bedfordshire	5	8	6	6	22
JOHNATHAN WOOD , 17 year old ST owner from Edgware Middlesex	10	1	10	7	28
RALPH MANSSON , 13 year old Spectrum owner from Kidgeware Middlesex	-	4	4	9	24
SMILEY COUSINS , 13 year old ST owner from Peterborough	2	6	8	4	20
ALLX GARNOD , 11 year old Spectrum owner from Bournemouth	9	8	1	2	20
STEVE LEE , 17 year old C64 owner from Guildford, Surrey	4	-	2	5	17
JUSTIN SWORDS , 16 year old ST owner from Coventry	8	4	9	8	28
NEIL WHITE , 16 year old C64 owner from Edinburgh	1	10	5	1	17
TONY BROOKS , 15 year old C64 owner from Bucks	4	3	2	10	19
ZENNA GRANT , 12 year old Amstrad owner from North London	6	9	7	3	25

9.30am: The first of the C+ VG crew arrive bleary eyed at the offices, trip the alarms, then settle down to readying the day's events

10.00am: Neil White, the first of our contenders, arrives all the way from Edinburgh having taken the overnight train. Claiming high scores 'as long as your elbow', he unfortunately had to put up with a boring wait until his rivals arrived. Couldn't let him at the games yet to make

C+ VG towers. With everyone here, editor Eugene takes the roll call in true *Hill Street* style and introduces everyone to the games. The final list is *Arkanoid*, *Revenge of Doh* (C64), *Target Renegade* (Spectrum), *Sidewinder* (Amiga) and *Super Mario Brothers* on the Nintendo.

12.30pm: The practice sessions begin, giving everyone a chance to get familiar with the games and machines. Justin Swords immediately racks up a score on *Sidewinder* (took staffers days to achieve, friendships and rivalries are formed, and *Super Mario Brothers* proves a wow with the younger



▲ The big loss: Justin drops him on *Sidewinder* contestants

ones that really fancy themselves they've brought their own joysticks!

1.30pm: We break for lunch to the pub next door. Johnathan Wood from Edgware, just north of London, and Coventry's Justin Swords sit on opposite sides of the pub and trade insults. The clever money is beginning to settle on these two but it's anybody's guess.

2.45pm: The challenge proper begins more or less on schedule, with various friends and dads roped in to take down scores and keep things moving. Immediately Justin racks up 126,400 on *Sidewinder* despite it rustakingly being stuck on a higher setting than was intended, but he is soon

You can tell the

ones that really fancy

themselves they've brought

their own joysticks!

1.30pm: We break for

lunch to the pub next door

Johnathan Wood from

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proper begins more or less

on schedule, with various

friends and dads roped in to

take down scores and keep

eclipsed first by 11 year old Alex Garrod, and then Johnathan Wood with a storming 145,000. For a strict five minutes blasting, that's something else!

Over at the *Super Mario* table it's a very different story, with Johnathan coming last out of three with a shocking 25,650. Scotland's pride Neil White walks this one, though in general it's the younger challengers like Zenna Grant and Alex Garrod who can handle *Mario*, Alex making complimentary noises as he romps home to a high score.

With *Arkanoïd* Johnathan makes up for a lot of lost ground, beating Justin into second place by a fair margin, with Ashley Cousins from Peterborough coming third. With such wide ranges in performance amongst the front runners (Justin also did badly on *Mario*) it begins to look as if the good all rounders like Zenna, Ben Page or Ralph Mansson might be in with a good chance.

It all rests on the *Target Renegade* performance then, and with our 48K Speccy joining the STs on the computer scrap heap. It looks like this could take some time. Slowly we work through, giving ex-cryone a go on the one remaining machine. Tony Brooks making a last minute bid to get placed with a brilliant performance.

and Justin emerged neck and neck on 28 each!

What to do?

The judges conferred again. Since we were now getting towards the end of the afternoon, those who had to go went, while the rest of us gathered 'round the Amiga for the playoffs. The game was to be *Barbarian*, the ace hack 'em up, and the winner was to be whoever got best of three. Ten minutes later we decided to make it best of one, since they'd been hacking away at each other without either losing a single life. Over in the corner, you could see the Ed beginning to sweat at the thought of the Editor's Challenge to follow.

The minutes ticked away. Tension mounted. Both Justin and Johnathan were rolling their Barbarians like crazy, neither sustaining any serious damage. Whoever won it would only take a second of lapsed concentration, a moment's distraction. Hardly fair, after a whole afternoon's hard gaming, but that's life in the wild and wacky world of Computer games.

Finally the only way to do it seemed to be on how much energy each had left after a

bout. Justin stormed ahead on the first, Johnathan equalled the next time around, and it all rested on the final bout, which Justin took convincingly. We had our first champion, though very well done to Johnathan especially, and all the others who took part.

There only remained the Editor's challenge, when a reluctant Engic sat down next to Justin at the

Sidewinder bench with a look of defeat in his eyes, and went on to get roundly thrashed. Roll on next time when Justin gets to defend his position as champ, and a couple of eager challengers get the chance to knock him off, and so take a step nearer winning their own Atari ST.

Atari ST



THE CHAMP

Full name: Justin Edward Swords
Date of birth: 24/7/71
Birthplace: Coventry
Height: 'Not a lot' (5'5")
First computer: Spectrum 16-bit
Current computer: Atari ST 1010
First game bought: Ground Force Zero
on the speccy in 1982. It was naff.
Fave ever games: Elite, Lurker, Command Dumeon Master, Xenon
High Scores: Xenon 1,000,000, 500,000 and I tapped it seven times.
Likes: West End Album, House music, Blondes
Neighbours
Hates: Having my phone taken, Amiga owners
"They're all da'heads"
Did you think you would win here today? No I thought that John bloke had won it half way through but when I first came I thought I had a chance
Any message for your challengers? Challenge me if you dare! (Is that all right, Mates?)



Justin wins his prize, but he looks more concerned to hang onto the bubbly

ENTRY FORM

This is your chance to challenge the champ! List your high scores here (you can send us a letter if you've got loadsathem) and post it off TODAY marked Winner Stays On. You could be in with a chance!

Name _____
Age _____
Address _____

Game	Machine	Score
_____	_____	_____
_____	_____	_____
_____	_____	_____

second, Justin third, Johnathan fourth. The scores are added. Just what we'd dreaded and made no preparations for! The judges quickly conferred. Yes, adding together all the points (we were giving 10 for the best performance, 9 for second etc. on each game) Johnathan

MATCH DAY II



"The graphics are clear and realistically animated. The wealth of moves and tactics available put this game in a league of its own." **C+VG**

A CRASH Smash

"Match Day II has every option you could ever think of and loads more as well. The graphics are clear and well-animated. It's the best football game around." **Crash**

'AT LAST'

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POKING FUN!

ROLLING THUNDER:

Time:
36637.0
36638.0
36639.0

Machine Gun:
36633.57
36634.57
36635.57

Bullets:
36629.57
36630.57
36631.57

Lives:
36641.0
KARNOV
Lives: 24941.0
Thanks to K Wern, North Shields

RASTAN

Here are a couple of cheats for *Rastan*, which we mapped in detail a couple of issues back.

1) On level one, pressing the keys Graph, Delete and Extend Mode makes your warrior immune to all attack other than from fireballs, lava and falling into lakes. The only problem is that you cannot collect any other items.

2) Wait until after the title screen when it says "searching for round A". You can then load up any level you want to. You can also do this when you have completed a level and are waiting for "load round B". You get infinite energy also in both cases.

These cheats are from Paul Ryan and Martin Drummy, but it seems they aren't the only ones who've been playing *Rastan*.

This poke for infinite lives and energy sent in by K. Brady from Dublin, though he warns that you still have to keep away from the lava and the water.

0 REM **BY K BRADY**
1 FOR X + 400 TO 457
2 READ B POKEX,
3 B = C + B NEXT
3 IF C = 6543 THEN SYS400
4 PRINT "DATA
ERROR" END
5 DATA 32,44,247,32,106,
245,169,163
6 DATA

Hi, Matt Bielby here again, C + VG's top tipster, with a mission to bring you the best gaming help. With *Playmasters* there's no more POKE and hope. We deliver.

141,196,2,169,1,141,201,2
7 DATA
76,167,2169,189,141,
116,1
8 DATA 169,1,141,117,1,169,
88,141
9 DATA
211,2,169,96,141,244,
10,141
10 DATA 125,10,76,61,3,169,
96,141
11 DATA
165,160,169,173,141,7,201,
76
12 DATA 26,129

NB. When the game loads there will be no music

OUTRUN

Lots of people seem to have discovered this handy cheat on the ST version of *Outrun*, the biggest selling game in the country at the moment of writing.

Once the game has loaded and you are playing, type in STARION.

Now you can select any of the following codes.
T - this gives you ten extra seconds

S - Sends you on to the next stage

B - Very handy when you are running out of time, this panic button gives you extended play with extra time without leaving the stage you are currently racing

D - Allows you to save frames of the game to disk as a picture file

X - Not to be pressed in the normal run of things as it accepts the game.

TARGET RENEGADE

To get infinite lives

1) Play the game well enough to get third place on the high score table.

2) Type "E" and "R" very quickly for two lines (you will notice you are writing over the score).

3) Press enter and you will find you are back in the game but playing in black and white, not colour.

4) Press pause three times
5) You continue the game with infinite lives.

Apparently there are a number of ways of getting the same effect, including getting the score table, pressing cut shift and symbol shift together six times, and then getting it to go to black and white etc.

Ta to the Kenilworth Kool Kids and others

720°

720° may have lost out to *Skate or Die* in the head to head war in January, but it's still a pretty good game, and anything about boards, just has to be bad, doesn't it? Here're some hints and tips courtesy of Gavin Ewing. Worked out on the Speccy, but likely to apply for all versions.

■ If you can slide and the culture shock, use the keyboard rather than joystick, as points for jumps will be higher from the beginning (250 per jump).

■ Make sure you chose a sequence of going to skate parks around the city and stick with it (and buying from every shop you pass, funds permitting). This saves the wasted time of going to a closed park.

■ Buy a board as soon as possible. This will increase jump points from 250 to 400, or 700 if you get a second board. Next buy shoes or pads, and helmet last (oh, VERY safe, I don't think).

■ Despite these recommendations to spend, spend, spend, don't waste cash by buying more than three of each item, unless you are in need of points for a ticket (buying gives you points).

■ If you are being chased by bees, don't panic, but keep moving. If you change direction or jump occasionally, chances are you will reach a park.

■ Don't keep hitting the kick key, but simply keep it held down all the time for speed and kindness to the hand!

■ In the parks, don't worry about time on the slalom, but make sure you go through all the gates, going back for one if it need be. You still get a medal if you miss ALL the gates though! On the other hand like as many risks and cut as many corners as you dare on the downhill park, where speed is of the essence. Getting a gold on the ramp park only takes a finger on the lock button, and taking a straight path as near to being between the central lines as possible. When tickets are running low, proceed to the gates of the next park, and keep on doing 700 point jumps outside the gates until you have enough.

ECO

(Atari ST)

If you press Ctrl-S while playing the game you will enter the gens design screen with another gens unlocked, making evolution slightly easier.

ARKANOID 1

(Imagins)

While the game is booting, press Capslock and type in DEATHSTAR. Then, when the game is running you can use the S key to flip through the screens and chose where you wish to start.

PREDATOR

(Activision)

Here's a poke for infinite lives (quite useful if you've ever played *Predator*) from the wonderfully named Mr Mould.

10 rem poke by Mr. Mould
20 rem infinite lives for Predator.

Type in program and save to disk

30 rem Insert Predator disk 1 and run this program
40 blow "ahali dala"
&h64a00

50 poke &h6904e,
&h4a79 poke &h698ce,
&h4a79 poke &h6ba76,
&h4a79
60 poke &hbe094, &h4a79
cheat = &h64a00.call cheat

Matt

Playmasters

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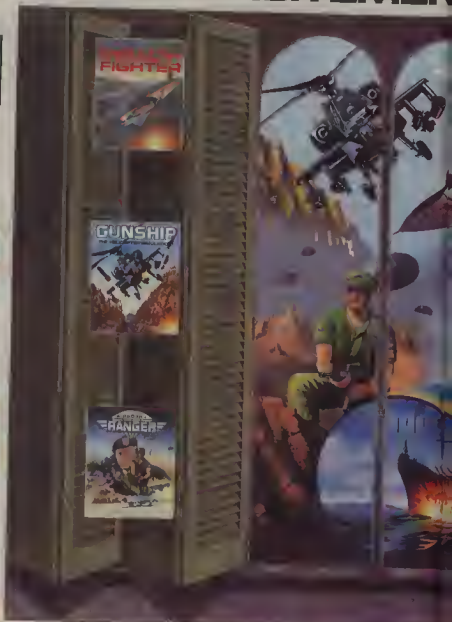
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Magnetic Scrolls has broken the mould of its first three adventures, with an entirely different type of scenario. Keith Campbell went along to Chapei Court to find out all about it.

Magnetic Scrolls has gone up in the world, as I discovered after plodding all the way to the top of the building. With more staff, and more computers, their previous offices became too small for comfort and efficiency, so they hired bigger premises upstairs.

Equipped with running water ("The bloody landlord went on holiday for a month the day it started raining") fumed Anita Sinclair as we carefully skirted round the bowl on the floor catching the drips), the new offices are extremely spacious, and people no longer have to work in cramped conditions.

One thing that hasn't changed is the coffee. It's obligatory - the visitor, as well as the staff, is never without one. I'll swear that it is the stuff that all Magnetic Scrolls games are made of - perhaps one day they will get around to administering it intravenously.

Anita plonked two steaming mugs of the stuff

on the desk as I sat down with Rob Steggle to have a first look at his new game.

Rob, you may remember, was the author of *The Pawn* but a story further removed from the land of Kerovnia is difficult to imagine. This time, Rob has spun a tale of deceit and intrigue, in the more mundane setting of a broker's office in the City.

But what goes on there is not so mundane. "There's no way anyone will be able to play through this and complete it on the first time round," explained Rob.

This is because you discover different information according to which way you play things. The more you learn, the better idea you get of how to play it the next time around.

Rob is very pleased with his creation, which posed more problems than usual for Hugh the parser. But he agrees that it may not be everybody's cup of tea. Time will tell. Meanwhile, let's have a look at the game itself.

► **SUPPLIER:**
RAINBIRD/MAGNETIC
SCROLLS.
► **MACHINES:** ATARI/ST;
AMIGA; IBM PC. OTHER
VERSIONS TO FOLLOW
► **PRICE:** \$24.95.
► **REVIEWER:** KEITH.

There is something quite different about *Corruption* from all previous Magnetic Scrolls' adventures. It is not humorous (although it is not without humour) and it is set in the real world of high finance. But its main difference stems from the fact that it is a mystery story, and to complete it you must observe and interact with many of the characters in it, rather than solving object-manipulation puzzles.

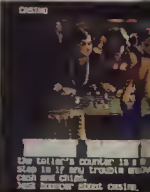
Newly promoted to the management of Rogers and Rogers, you arrive at your office prompt at nine o'clock on a Monday morning, to be greeted by your senior partner, David Rogers. Somewhat miffed by the shabbiness of your new office, you start to settle in

by finding your way about the place.

In an adjoining office sits Margaret, your secretary, at her typewriter.

Along the corridor is the office of William Hughes, the firm's lawyer, whilst your partner's office is downstairs, directly below your own.

The toilets in the place



The toilet's counter is a slip in if any trouble arises. Cash and chips. Just remember about casing.

▲ You need somewhere to spend all that...

hardly comply with the Shops and Offices acts, and the sale of the ancient brass fittings might well pay for a complete refurbishment.

With your promotion came a BMW. It's a fine sight, down there in the basement car park - but not as fine as the Porsche parked next to it. Still, after a few years in this job, maybe?

Back at your desk, with little to do on your first day, you are idly thinking of the celebratory lunch you have booked with your wife at the nearby Le Monaco, when out of the blue, a hand is clapped on your shoulder and you're rucked! Before you've had time to think, you're up on a charge of insider dealing, with an incredible amount of evidence against you, and you're set for a longish stretch.

Knowing (of course) that you didn't do it, you restart

OPERATING THEATRE

8:18AM



In progress. The corridor continues southward and your ward is back to the east. There is a bed here. Maxine had.

▲ Corruption proves how cut-throat the world of high finance is!

Corruption



A Game Review

the game, and set about discovering how you are being framed, in order to prevent it. The best way to do this is to play through a number of times, observing the movements of the characters. There are about thirty characters in all, and you can interact with about fifteen of them.

Where does David go

something/someone. So many times I wanted to ask WHY, and couldn't, that I felt like screaming! Like ASK MARGARET WHY SHE WENT FOR A MEAL AT 11.00. Overall, the game has very much the same feel as the Infocom mysteries, like *Suspect*, although I found this plot to be far more interesting.

Another limitation of a mystery game, is what I can tell you about it! I could mention that I got up to in the Police Station - but I won't! I'd like to tell you what I did after I came out of hospital, but I can't, for I haven't - yet!

Corruption, thankfully, isn't played in real time, but each move takes one minute, and certain things happen at set times, every time you play. It's quite important to be in the right place when something important is happening, so that it doesn't go on behind you back. And when you have it sussed out, you are

going to have to be really mean and unscrupulous to clear your name - so I'm told!

An adventure set in offices in the city, doesn't sound particularly exciting graphically, yet *Magnetic Scrolls* has made it so. Since the game revolves around people, it is people who feature heavily in the pictures, and the artists have done a terrific job, producing pictures every bit as good as those in *Jenarier*, but quite different.

With the package you will get a map to help you find your way around. Don't be deceived by it - there's more places you can go than you are led to believe! You will also get a cassette. Don't try to insert it into your disk drive, nor load it into your computer with a cassette player! It is an audio tape, containing a conversation relating to the frame up.

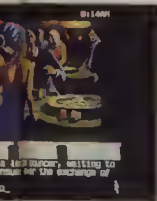
If you haven't got a suitable device in which to play it, *Scrolls* will happily

exchange it for a typed transcript.

Here is a game that *Magnetic Scrolls* is not urging people to rush out and buy. They recognise that it is a completely different genre from their previous titles, and, whilst they hope their fans will like it, would prefer them to read reviews and think carefully whether or not it's their type of adventure before deciding. They feel some people could end up disappointed, which is the last thing they want.

So there you have it. If you like the sound of *Corruption* it should give you hours of enjoyable frustration. On the other hand, if you prefer more jokey and cryptic puzzles, you'll have to wait for their next title, *Fish*, coming very soon!

- VOCABULARY 8
- ATMOSPHERE 9
- PERSONAL 9
- VALUE 9

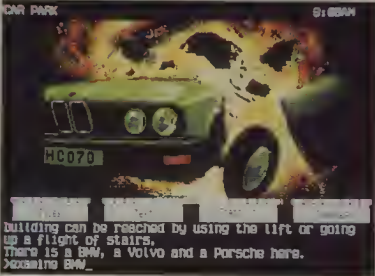


that day

when he dashes off in his car? What goes on at the meeting behind locked doors in the lawyer's office?

Is the tramp in the park up to no good? And that cleaning lady - funny, she goes in and out of offices, and up and down corridors, but never seems to actually clean anything. She couldn't be spying on you, could she?

Here is a mystery that is exciting to solve, but, cleverly as the interaction with the characters in it is implemented, the limitations of such a format show. It would, of course, be quite impossible to expect a wide range of ordinary conversations to be held with characters in any adventures, and in this one, the usual *Magnetic Scrolls* format of NAME, SPEECH is missing. You are limited to ASK or TELL character ABOUT



▲ Well - it was only a company car, after all.

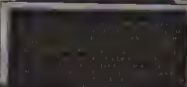
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Shadowgate

Adventure Reviews

► **SUPPLIER:** MIRRORSOFT/COM SIMULATIONS.
► **MACHINES:** ATARI ST.
► **PRICE:** 24, 99.
► **REVIEWER:** KEITH CAMPBELL.

Ever been for a ride on a ghost train? Of course you have! Well *Shadowgate* in some ways reminded me of when I was a kid, and used to be scared silly by all the monsters that suddenly appeared screaming in front of me as my truck rattled around in the darkness! Mind you, I never got killed riding a ghost train!

The game is played almost entirely by mouse, in the same way as *Deja Vu* – in fact it is from the same people. But I played *Deja Vu* on a 64, and the format is infinitely more playable on an ST, making full use of the window facilities built into the GEM operating system. Centre screen is a square picture window, displaying the current location. Below is a text window, in which a commentary of the action is displayed. Above is a command verb window, displaying a relatively small number of verbs. To each side is an area of background, upon which are placed a number of smaller windows for Inventory, Self, and Exits. The inventory window can be dragged around and plonked wherever you like. It can be resized, and scrolled when it contains more than is displayed. If you open a container, another window opens, to display its contents.

TO GET an object, you simply place the cursor arrow over the object in question, and drag it into the inventory window. Dropping something is the reverse. A command is entered by selecting one of the verb icons above the picture, although for the most common of these, there

are short cuts. Double clicking on something will usually EXAMINE it, double clicking on an exit will first open it, and then take you through

The only time you need to touch the keyboard is when you select the SPEAK icon. At this point, a large window opens up with a line in which you can type what you wish to say, and then you can click on the OK box.

That then is the method of operating the game, and very slick it is too. But what makes the game so highly entertaining is the superb use made of animation

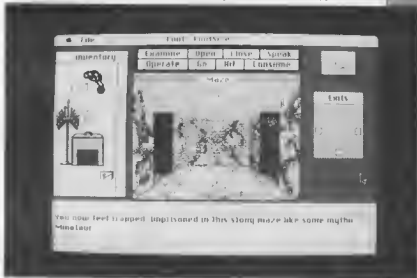
precaution of lighting another. This is done by taking one off the wall in the hallway, and selecting the OPERATE icon, then clicking on the lit torch. Hey presto – another lit torch! Not much of a problem, but it forces you to become used to operating the icon system at the outset.

There are two doors in the hall that look inviting – but finding the key to unlock them I will leave for you to

into – and it is essential to check every exit out. Some lead to ordinary pits, which, believe me, are far more painful than the bottomless variety!

As you move around and poke your nose into things, be sure to have the sound turned well up, and be ready for shocks! Try opening the first sarcophagus on the left, in the pillared hall, for example! And stand well back as you try to smashing things in the hall of mirrors!

Shadowgate comes on two disks. It will, of course, run on one drive systems, but if you have two, put one disk



▲ *Shadowgate* – great entertainment if you like graphic adventure.

within the picture area, and the sound effects that go with it.

You start off outside the door of a dungeon, which creaks as you open it. You soon find yourself in an arched hall. A pair of eyes look down on you, and a mocking laugh greets you. The torch you are carrying soon dies – and you with it, unless you have taken the

figure out. Onward, then, through a passage until you reach a stone corridor with three doors. Where to go next? An adventure of exploration of the unknown, full of danger and excitement, follows.

It pays to look around very carefully, and to save the game at frequent intervals, for there are plenty of sudden-death traps to fall

in each and it will save swapping. Great entertainment, with surprises and puzzles all along the way!

► VOCABULARY	N/A
► ATMOSPHERE	9
► PERSONAL	10
► VALUE	9
► OVERALL	9

Time and Magik

► **SUPPLIER:** MANDARIN/LEVEL 9
 ► **MACHINES:** DISK: AMIGA; ATAR, ST, IBM PC, AMSTRAD CPC 6128, AMSTRAD PCW, APPLE II, ATARI XE OR 800XL, BBC MASTER OR 128K, COMMODORE 64, MAC, CASS: SPECTRUM 48K AND 128K, COMMODORE 64, AMSTRAD CPC, MSX, ATARI XE OR 800XL.
 ► **PRICES:** \$14.95.
 ► **REVIEWER:** KEITH CAMPBELL.

Time and Magik, at one time under contract to be published by Rainbird, has now been released by the new Mandarin Software, following a reportedly acrimonious parting of the ways between Level 9 and Rainbird.

The package is a revamped version of three of Level 9's earlier games, *Lords of*

Time, *Red Moon*, and *Price of Magik*. Of these, *Lords of Time* is something of a classic, dating back to the days when Level 9 produced text only adventures. *Red Moon* won the C+VG Golden Joystick for best adventure of 1985.

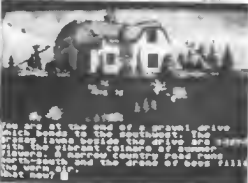
Now, all of three games have been given a facelift, with enhanced text and game features. The ST version, for example, has a facility for changing text size, for added legibility when using a TV (a feature I found almost essential) a picture cache, (to avoid unnecessary disk loads), and last command edit.

Unfortunately, with no mention in the manual of how to bring back the previous command into the

input field, I was unable to use this feature, despite experimenting with many combinations of keystroke.

On the ST, the new features such as text sizing,

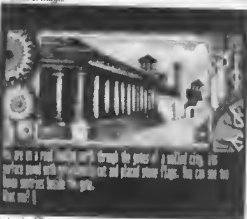
urge to remove and polish my specs — they still gave the impression they are being viewed through an obscure glass window. On a hi-res mono monitor,



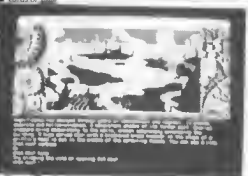
▲ *Lords of Time*



▲ *Price of Magik*



▲ *Lords of Time*



▲ *Price of Magik*

can be used with existing copies of *Knights Orc*, by copying bits of both onto one disk.

All three games now have graphics on disk versions, and the old graphics of *Red Moon* and *Price of Magik* have been replaced with 'real' pictures. However, on the ST, I could not help comparing a thatched cottage in *Lords of Time*, with a similar thatched cottage in *Jinxter* — and *Jinxter* won hands down.

The Level 9 graphics are far better than they used to be, but I had the constant thought, they are much crisper.

I dug out my original BBC copy of *Lords of Time*, and

during the six or seven minutes it took to load, I nostalgically listened to the music coming from the Beeb's speaker, once a feature of Level 9's BBC cassettes. I played both versions of the game side by side for a while, and came to the conclusion that since the basic adventure had not been altered, the additional text was irrelevant, and time-wasting, and the multi-word parser redundant. After all, if the puzzles are two-word puzzles, why mess around typing whole sentences?

Time And Magik comes in a slide-out box, complete with 23 page manual which includes three short stories

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*Eye of Newt
Blood of Rat
Bring Me The Powers of
Vision & Combat*

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THE AXE MAN COMETH

There are three levels to explore and conquer before if you are extremely lucky and skillful the final confrontation with Drax.

Each level is mappable and each contains two objects to be collected which will be needed later on in the game. There are three levels, the wastelands, a fiery, hostile landscape of volcanoes, and circling vultures, the caverns where peril lurks at every turn, and the dank, dark, deadly dangerous dungeons of Drax. Populating these three levels are 20 of the most unbelievably fantastic, head-biting, teeth-tearing, clawing-killing beasts you never want to meet on a dark night.

For instance, there's a repulsive thing which looks like a maggot with claws, a floating cobra-like creature with a slicing spiky tail, and a huge, poo-bellied giant.

Hitting these creatures with axe and sword produces a noxious spray from their bodies and, if you managed to hit the poo-bellied giant in the right place, his heart is ripped pounding from his chest. Gross, eh?

Remember the cute green creature from the first game, who enters the arena and

And once more the brave warrior, mighty of muscle and quick of brain, prepares to do battle with the evil wizard and his monstrous hordes of hideous creatures. So come, brave ones, and steel yourself for *Barbarian II: The Dungeons of Drax*: C+VG's Deputy Editor Paul Boughton, armed with only pen and notebook, ventures into the dank, dark dungeons.

Without doubt Palace Software's *Barbarian - the Ultimate Warrior* is one of the most brilliantly playable hack and slash games ever released.

It's famous head chopping action caused a storm of controversy, leading it to being banned in Germany. The use of Page 3 beauty Maria Whittaker on the cassette cover outraged many others.

Well, it's time to be outraged and shocked again. *Barbarian II: The Dungeons of Drax* is coming your way. It features all the same ingredients - and so much

more. So be prepared to be shocked, outraged but, above all, be prepared for a brilliant, addictive and hugely playable game.

Too many sequels to successful games are just a basic rehash of ideas. But not *Barbarian II*. It's bigger and better. It also contains some very funny rouches. And, as is common with the vast majority of Palace's games, it's a quality product in all departments - concept, programming, sound and graphics.

Remember in the first *Barbarian* game you had to rescue the beautiful Princess

Maria from the evil wizard Drax? Well in *Barbarian II* the passive Princess has got tough, strapped on a broadsword and joined the big, beefy Barbarian to hunt Drax down.

At the start of the game you get the choice of playing the Barbarian character, armed with an axe, or the sword-slashing Princess.

▼ Get that axe ready.



▼ The Barbarian is back!



drags the body of the slain barbarian away! Well he's back. Only this time he's got an axe and he knows how to use it.

Watch out for the pits in the dungeons. You have to jump over them but make sure your timing is right. Make a wrong move a tentacle whips out from the depths and circles your body and drags you into the maw of a hideous creature. He even spits your skull out afterwards.

Well, if you survive all this, it's onto the confrontation of Drax. I'd love to tell you what happens but I can't. I've been sworn to secrecy. But it's suitably clever and funny.

know how this marvellous illusion is created.

STAGE ONE

Palace's Steve Brown, the man behind the Barbarian game, came up with the concept. And produced a rough sketch of how he wanted the poster to look. Commercial artist Lee Gibbons was then brought in to work on the project. He produced another rough for the poster which Palace okayed.

STAGE TWO

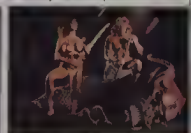
Lee started work on producing the monster.



▼ Steve Brown — the brains (R) behind Barbarian

▼ Mike Van Wyk

▲ The fantasy is almost complete



▲ You'd almost believe it was real as the smokey breath coming from the monster's nostrils

THE POSTER

Wanted: Mutant monster at least 30 feet long and weighing 20 tons to pose with Barbarian Warrior and Page 3 beauty Maria Whittaker. Please apply Palace Software.

Now you may think it's impossible to find such a put-off monster to promote your sure-fire number one game. But take a look at last month's C+VG/Palace Barbarian II poster. The Barbarian and Maria pose defiantly over the slain body of such a monster. Impressive, isn't it? Mr Muscles and Miss Whittaker are flesh and blood. But what about the monster? Of course, it's a clever photographic trick combined with skilled model-making.

And as C+VG will be featuring an even more impressive monster montage on next month's cover, we thought you would like to

Believe it or not, it's made just from plasticine. It's around 18 inches long. It took Lee around 20 hours to make.

STAGE THREE

The photographic session involving the Barbarian — Mike Van Wyk — and Maria Whittaker took place. Great care is taken to get the models in the correct poses which will appear on the finished poster.

The milk crates and paint pot are used to help get the right positions and, of course, they won't appear in the finished work.

STAGE FOUR

The monster model was then photographed with great care and attention being made to perspective and lighting.

STAGE FIVE

The three photographs — that of the Barbarian, Maria

and monster are then combined in a photomontage. A large print is then produced of the result.

STAGE SIX

Lee Gibbons then retouches the photograph, hiding joins, painting out any milk crates that can be seen, adding a background and effects such

The retouched photograph is then photographed again and, as you can see, the finished product is very effective.

From start to finish, there are about four week's work needed to produce the poster.

Don't miss C+VG next month which features a fantastic Barbarian II montage on its cover plus an exclusive review.

BARBARIAN OFFER

Barbarian II: The Dungeons of Drax will be a sure-fire hit. And thanks to our Palace pals, readers can get £1 off the price of Barbarian II by keeping the token published on this page together with the one we'll be printing next month.

The full price of Barbarian II will be £9.99 on Spectrum, Amstrad and Commodore cassette, £14.99 on Amstrad disk and Atari ST, and £19.99 on the Commodore Amiga. So you'll get £1 off these prices.

All you have to do is collect the two tokens, worth a total of £1, and send either a cheque or postal order to Palace Software, The Old Forge, 7 Caledonian Road, NI 9DX.

Palace say no cheques will be cashed until the particular version of the game requested has been officially released. But be warned, individual versions may not be released at the same time. So you may have to wait.

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16. THE 1000	1.99	91. THE MACHINERY	4.99		
17. THE 1000	1.99	92. THE MACHINERY	4.99		
18. THE 1000	1.99	93. THE MACHINERY	4.99		
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20. THE 1000	1.99	95. THE MACHINERY	4.99		
21. THE 1000	1.99	96. THE MACHINERY	4.99		
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23. THE 1000	1.99	98. THE MACHINERY	4.99		
24. THE 1000	1.99	99. THE MACHINERY	4.99		
25. THE 1000	1.99	100. THE MACHINERY	4.99		

COMMODORE 64 GAMES

Game Title	Price	Game Title	Price	Game Title	Price
1. BATTLESHIP	1.99	76. THE MACHINERY	4.99		
2. THE 1000	1.99	77. THE MACHINERY	4.99		
3. THE 1000	1.99	78. THE MACHINERY	4.99		
4. THE 1000	1.99	79. THE MACHINERY	4.99		
5. THE 1000	1.99	80. THE MACHINERY	4.99		
6. THE 1000	1.99	81. THE MACHINERY	4.99		
7. THE 1000	1.99	82. THE MACHINERY	4.99		
8. THE 1000	1.99	83. THE MACHINERY	4.99		
9. THE 1000	1.99	84. THE MACHINERY	4.99		
10. THE 1000	1.99	85. THE MACHINERY	4.99		
11. THE 1000	1.99	86. THE MACHINERY	4.99		
12. THE 1000	1.99	87. THE MACHINERY	4.99		
13. THE 1000	1.99	88. THE MACHINERY	4.99		
14. THE 1000	1.99	89. THE MACHINERY	4.99		
15. THE 1000	1.99	90. THE MACHINERY	4.99		
16. THE 1000	1.99	91. THE MACHINERY	4.99		
17. THE 1000	1.99	92. THE MACHINERY	4.99		
18. THE 1000	1.99	93. THE MACHINERY	4.99		
19. THE 1000	1.99	94. THE MACHINERY	4.99		
20. THE 1000	1.99	95. THE MACHINERY	4.99		
21. THE 1000	1.99	96. THE MACHINERY	4.99		
22. THE 1000	1.99	97. THE MACHINERY	4.99		
23. THE 1000	1.99	98. THE MACHINERY	4.99		
24. THE 1000	1.99	99. THE MACHINERY	4.99		
25. THE 1000	1.99	100. THE MACHINERY	4.99		

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Granite Graphics Software Ltd.

ARCADE

Arcade Action takes to the skies this month with **Chapter 1** – the game we think will make the best conversion to home computer since *Out Run*.

Clare Edgeley also reports on Data East's new *Dragon Ninja* and Capcom's driving game *F1 Dream* – or is it a nightmare?

CHOPPER 1

If you'd thought you'd seen the last of bombs from the slush games, you better get your flying goggles back on again and take off with *Chopper 1*.

It's hard to imagine that a game of this type has much new to offer – but *Chopper 1* is full of surprises and an awful lot of blasting action, too.

The game begins with a display of your airforce base when you are informed that you must take off on an emergency mission (what exactly the emergency by is not explained in any detail) and then the action begins with several helicopters lifting off from the base.

The game is presented by a bird's eye view of your chopper and the incoming helicopters and tanks on the ground. The first offensive involves small groups of helicopters flying formation towards you and this generally doesn't cause too much of a

problem – unless of course they disappear off the bottom of the screen only to sweep back onto the screen right into the back of your gunship.

The tanks tend to be more of a problem to knock-out. They are stationed in groups and move along railway tracks in an effort to get you in their sights.

Some tanks lurk inside caverns in huge boulders that line the route your chopper is taking. It's not unusual for one to sneak out while your busy blasting some



helicopters and fill your ship full of mortar. The boulders themselves are as much a help as a hindrance. They often provide a place to hide behind when the action gets a little too hot to handle, but it's all too easy to get trapped in a corner and have your ship crushed to pieces.

As you progress through the game very large helicopters appears from the bottom of the screen. These monsters require quite a few shots to take them out, but once you managed to bring it down you can pick up some power-up symbols which improve your firepower and add heat seeking missiles to your armory.

Even the heat seeking missiles are little defence against the catapults which fling nets of your chopper's rotating blades. The only option here is to dodge the nets and try to get a shot at the

ground based catapults.

Against all the overwhelming forces that face you, you do have one trick up your sleeve – the *Airforce*!

When things are looking very bleak, the airforce is only the push a button away. Yup, that's right. Just press the 'panic' button and a whole squadron of fighter planes sweep over your chopper



destroying everything on the screen. The problem is you can only call in your airforce *suddenly* three times, after that it's a solo mission.

At the end of the first level you begin to start flying over water while managing to avoid the gun emplacements stationed on the top of little islands as well as the obligatory choppers that buzz you from all directions.

Once this section is complete you come to a large machine at the end of the first level. The only way to describe the machine is that it's like a huge rocket that runs as tracking and fires huge blasts of flame at you.

This is easier said than done as the machine moves so fast that it's almost impossible to keep out of the way of the flame.

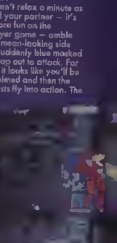
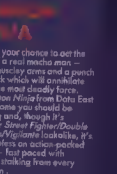
Unfortunately that was as far as this particular run-down could get. Although I did spot some regulars in the arcade get onto the second level. This one requires a lot of nifty manoeuvring as you must fly down narrow corridors and make almost impossible right angled turns just to keep out the way of the buildings.

Chapter 1 is one of the most interesting shoot 'em ups I've seen in the arcades for some time. It's got loads of action, is challenging and has some excellent graphics and animation.

Here's your chance to get the part of a real macho man – huge muscular arms and a punch and kick which will annihilate even the most deadly force.

Dragon Ninja from Data East is the game you should be playing and, though it's another *Street Fighter*/Double *Dragon*/Vigilante lookalike, it's nonetheless an action-packed battle – fast paced with longer stalking from every direction.

You can't relax a minute as you and your partner – it's much more fun as the two-player game – cable down a mean-looking side street. Suddenly blue masked ninjas leap out to attack. For seconds it looks like you'll be overwhelmed and then the fabled fists fly into action. The



ATTENTION



hoods collapse to the ground unconscious as your fingers fly over the punch and kick buttons.

There's not much skill called for in *Dragon Ninja* — not unlike *Street Fighter* where you have to remember all the current joystick/two button positions. In a way though, this is just as fun as the movies come more from instinct and the sound as a punch connects is highly satisfying.

Throughout this horizontally scrolling beat 'em up, you'll notice that each screen is split into two levels. A flick of the joystick and you can catleap onto a wall to take on more ninjas. With two players you can each patrol a section, and both have the benefit of knocking out each quantities of the enemy.

The enemy come mostly dressed in blue, though the odd red coat and grey shuriken chucking ninjas appear. These

should be treated with more care, as should flaming ninjas. For no apparent reason a perfectly insane looking blue baddie will burst into flames and run headlong at you, no doubt hoping to singe you as he belts past. The fire can be put out with a well aimed kick and then when he's more vulnerable you can get down to the business of putting him out of action.

Fishnet stockings and skin-tight leotards mark the arrival of the ninjasuites. These dreadfully femme fatales always hunt in pairs and shriek painfully when kicked off screen. Other colourful characters rush in wielding knives and zandvoks, and if you're quick you can swipe these and use them against the enemy.

Strings of mines planted underneath are agony when they start to glow red and quickly put you off your fighting. A well aimed ground kick disarms them, though this is not as simple as it sounds. When you're trapped in a mind area and fighting off hordes of evil minded ninjas, the last thing you have time for is to deal with the mines.

The graphics are huge fast moving sprites of astonishing clarity and realistic detail has been incorporated into the colourful background scenery. Squawks of pain, the satisfying thunk as bones smash flesh and the howls of killer dogs all set the scene for a tremendously exciting game. And, of course, the continues play facility helps no end when it comes to seeing 'just another level'.

No game like this is complete without the big, bad monster/alien/thug at the end of each level, and *Dragon Ninja* is not exception. Honestly, it takes two players and a hell of a lot of 10 pieces to defeat each deadly foe, and at the end when arms are lifted high in the universal sign of victory, you really feel as if you've won a major battle.

As a beat 'em up I'd recommend *Dragon Ninja* as much for the game play as the quality of graphics. Granted there are lots of them around, but this is one of the better ones.

F1 Dream maybe Capcom's idea of a dream but it's certainly not mine.

In fact it's more like Atari's dreamlike *Supersprint* on a 'grand' scale, the track unfolding as you buzz round but still retaining the same aerial viewpoint.

To start you're given the option of four Formula 1 circuits to choose from, ranging from

grid and set off up the track in the vain hope of catching them. In fact, by the second or third turning I did manage to 'whiz' past a couple of cars with a huge sigh of relief. It didn't last long though. They fight dirty on the circuit and will bump you off onto the verge or into a spin without a second thought so that they can regain their places.

At some point round the circuit — you have to race it twice within a time limit to get to



dead easy to dead convoluted. And then there's a choice of car — with or without turbo charger. Whether it was a faulty machine or not, I found that the car minus turbo hobbled round the track marginally faster than the one with turbo!

Now that you've made these stupendous choices, the race begins... or does it? Nope. You've got to qualify for grid position first on a trial run. So wait for the light to turn green, grasp your joystick in one hand and push down on the turbo button with the other. And then you're off, meandering round the track desperately hoping the car will pick up speed. No matter how many times I played this game, I couldn't get a higher grid position than seventh place. And that's out of a total of eight.

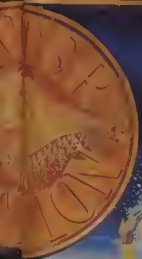
Now for the race and this time there're other cars involved as well. Grime goes the light and they whisk out of sight while you crawl off the

the chequered flag — a little man leaps onto the track in front of your car. Each time, by sheer luck, I missed him. Hit him and, I suppose, penalty or time points are awarded.

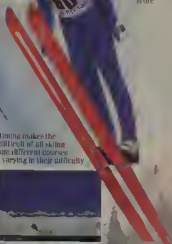
One thing I found highly amusing is the list of drivers you're up against, complete with their digitised mug shots — A. Sarno, N. Munzel, N. Pake and Yossansen. Recognise the names? I wonder what Sarno, Piquet and Mansell think?

But *F1 Dream* leaves me totally cold. If you want a racing game with an aerial viewpoint, play *Supersprint*.

THE WINTER GAMES



Ski Jumping — Dares it bravely, nerves of steel and total control are ramped up in this thrilling and most dangerous sport where both distance and style count towards your score.



Slalom — Speed, control and split second timing makes this often the most difficult of all skiing events. Unlike those from different courses varying in their difficulty.



Downhill Skiing — A free fall in white. Using gravity as your power source and your poles for balance, you'll attain speeds of 70 mph as you hurtle towards gold and a place in the record book!



Luge — Having a touch of white's madness? To be precise, fast! On a sled technologically designed to use all the time you'll use every muscle in your body to make the most of each straight and curve in a choice of courses.



News

● This is not really my area but a little bird has whispered in my ear that a follow up to *Afterburner* is due for release soon (titled *Afterburner 2*, surprised huh?).

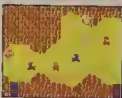
● For those of you who love to do jigsaws then there is a store in treat!

Sega is releasing a series of jigsaws in Japan. The games featured are *Thunder Blade*, *Afterburner*, *Space Harrier*, *Outrun* and *Super Hang On*. They all come in extra large video style boxes and have 252 pieces.

● Sega owners can look forward to third party support for their machine. A Japanese company called Solia has converted a Tecmo game to the Sega. It also utilises the FM sound unit.

Those *Shenabifans* among you will be pleased to hear that it has been converted to the Sega and looks very good.

● *R-Type 2* is due for release this month as is a Taito game



▲ Top chart tapper *Legend of Zelda*

for the PC Engine. I will keep you posted on this mindblowing machine...

● You should soon see the new range of Nintendo games to hit the UK. The new titles are *Punchout*, *Legend of Zelda*, *Pro-Am*, *Metroid* and *Pro-Wrestling*. Prices are around thirty pounds.

Other Nintendo goodies released in Japan include *Terra Cresta*, *Vigilante* and *Black Tiger*.



▲ Tyson cleans up in shops.

I Mean Machines

As Nintendo prepares for its Autumn onslaught with wider availability of the system, and games, Tony Takoushi gives his *Mean Machines* column a spin in realness. We have better screen shots, captions, and a section for games, a shout soon for some excellent maps and hints and tips.

Tips

FANTASY ZONE

Buy all the engine parts (big wings, jet engine, rocket engine) and the weapon you have will run out.

QUARTET

There are secret bonus screens on levels 2, 3 and 4. On level 2 kill the monster, get the key and the star. Go through the warp door and through it again. Level 3: kill the monster get the key. Go through the warp door and shoot the pot at the top of the screen ten times and go back through the warp door.

Level 4: kill the monster, get the key, then move to the middle of the level and shoot the snail and get the point-ball. Go back through the warp door at the left side of the level.

MY HERO

At the end of Round One, move slowly until bulldogs appear, the back, tripping the first three dogs and jumping the last. Turn around in mid air and trip it from behind. You get an extra life and can keep doing it (also if you only use high kicks on the boss you get two extra lives instead of one).

wave beam, high jumping boots, bombs, missiles and special shielding properties so you are less vulnerable to attack.

You can also roll up into a little ball to get through tight gaps in the walls (nice one).

Metroid

Metroid - This is an absolute blockbuster of a game. You have to destroy the Metroid which is situated in a planet's central base sector. To get there you have to cross three sections, Rocky Zone, Fire Zone and the Central Base itself. Your character moves across scrolling terrains (left, right and verticals) shooting at around thirty different aliens, collecting energy where any is left after shooting an alien.

The game ends when your energy hits zero but you can collect special tanks which allow you to store more than is displayed on the ordinary energy gauge.

There are plenty of little touches like hidden weapons, you can collect long beam,



▲ *Metroid* - slick platform adventure.

There is just so much which has been ABSOLUTELY PACKED into this game. You can enter the level you left an

game over. By entering a special code at game start and believe me you will need this as you will not be completing this game in one sitting.

Again this game is hugely playable and is very gratifying to play. I really do think Nintendo is a match for Sega if it can continue producing software of such high standards. Watch this space for further Nintendo releases next month.

You can increase your cars performance by collecting turbo, bigger tyres, missiles, bombs and a more powerful engine. The hazards are plentiful: puddles, oil slicks, pop up bars, skulls and drone cars. One feature I liked was the zipper patches on the course, these propel your car forward with a short burst of high speed.



▲ Start where you left off



There are bonus letters littered around the course (try to collect enough to spell NINTENDO).

The game plays very fast indeed.

- ▶ METROID
- ▶ GRAPHICS
- ▶ SOUND
- ▶ PLAYABILITY
- ▶ OVERALL

7
5
8
8
7

Rad Racer

Rad Racer - This is a purists car racing game, the emphasis is speed, finesse on the brake and gutsy reflex. You have to journey through eight stages to the goal and each terrain offers a different challenge. You can accelerate using the A button but have to use the Turbo facility to stand any chance of completing the course. There are three tunes to choose from while driving and good spot effects.

As you progress through the stages different cars enter the race and the tracks include San Francisco, Rocky Mountains and Athens as backdrops.

The hoozies to watch out for are road dips, steep bends and cars that just love to roll across in front of you! 3-D glasses that came with the package and you can flip

to the 3-D mode by pressing the select button during play. It is fairly convincing but again depends on your perception as to how effective the image is.

I really do love this game, outside of *Victory Run* on the PC Engine **THIS IS THE DRIVING GAME TO PLAY**. It is mindbogglingly playable and has many stages to complete, the graphics are a bit on the simple side but the tunes are excellent. There are road dips and very little flicker on the characters, this game will have you coming back for more, it is very exhilarating to play...

- ▶ RAD RACER
- ▶ GRAPHICS
- ▶ SOUND
- ▶ PLAYABILITY
- ▶ OVERALL

5
5
8
8
7



▲ Rad Racer - Nintendo's answer to *OUT RUN*.



▲ Sky scraper lights blaze in the distance as night falls

Pro-Am

Pro-Am I am not the greatest fan of *Spring Rally* but the quality of this game has won me over. It is by the Rare (ex-Ultimate to you and me) team and just shows their quality in game design and playability.

You have to battle your way through 32 tracks, and to qualify for the next track you have to be in the top three (out of four cars) at the end of each race.

At last US/Japanese Nintendo games are starting



▲ Pro-Am Race by Rare.



▲ In the shops by August to appear!

I have been keeping a keen eye on the US charts over the last nine months and the titles to hit the UK are the pick of their top ten in that period.

The five titles set for release are *Pro-Wrestling*, *Legend of Zelda*, *Pro-Am*, *Punchout* and *Melroid*.

I was amazed to find certain games sitting in the US chart for so long, but having seen the three games reviewed this month I begin to see why.

Same as you may remember my interview with Nintendo boss Bruce Lowry a few months ago and he said that one of the major reasons for the success of the Nintendo is the longevity and playability of the games. He was not kidding!

- ▶ PRO AM
- ▶ GRAPHICS
- ▶ SOUND
- ▶ PLAYABILITY
- ▶ OVERALL

6
5
6
6
6

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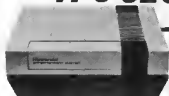
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Nintendo
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Mailbag

● Surely I am not the only reader of *Computer + Video Games* to have noticed the total absence of angling on its bright and breezy pages? As a keen and dedicated angler myself, you can imagine my horror when I bought your magazine just last week only to find it completely devoid of articles on what is Britain's number one leisure activity.

Perhaps I'm missing the point but I didn't fight in six world wars and two cup finals for Leeds United to deserve such shabby treatment. So pull yourself together, C + VG, don't sell us anglers short, and give the punters what I want: Jack "Jacky Boy" Charlton. Address Unknown.
Editor's reply: A-ha! I think I've spotted a spool letter. Well, JC, if you really were the world famous former England and Leeds hero, fame and angle and flail cap exponent, you'd know that in the not too dim and distant past there was a game called, if my memory serves me well, Jack Charlton's Match Fishing. It was truly awful, possibly the most boring game ever devised. Matt sends his regards by the way.

● Congratulations I think it's time to give the Golden Turkey Award for wait for it, the most useless map from here to the plastic nebula *Rastan* is so straight-forward and easy you can only go one way. So what is the use of having a map? Pointless!

I love the May pull-out poster. Wow! I never knew Lesley Walker rode a motorbike.
Martin Robert Smith, Tipton, West Midlands

Editor's reply: Thanks for the nice things you say about the *Rastan* map. Several people have remarked that the girl on the motorbike bears a striking resemblance to Lesley, who you may know has left C + VG for pastures new. However, just in case she reads this, we officially state it is not Lesley. And in case she doesn't, we also have noticed some resemblance.

● I would appreciate it very much if you would use this letter to inform the experienced Amiga games programmers out there of a company I have started. ZDF software are looking for games programmers that think they can program a game from a professionally designed storyboard.

The company will basically be set into two departments: An IDEAS person, which is me, and two experienced machine code programmers.

So if you'd like to join me, hopefully together we can produce some first-class Amiga software!

Please write to me, enclosing a sample of your work, at the following address:

Richard Cairns
80 Fenham Hall Drive,
Fenham,

Newcastle upon Tyne
Editor's reply: Okay, Richard, just this once. I hope our AD manager, Garry Williams doesn't spoil it, though. He'll be onto you for full page advert like a flash.

● My mum hated it, my sister laughed at it, my dad begged me for it and I stuck it on my wall! Thanks for a great *Barbarian II* poster.
Craig Bambridge,

Mockton-on-Tees, Cleveland

Editor's reply: Yes we liked it as well. Our thanks go to Palace Software, Maria Whittaker, Mr. Muscles and C + VG's ad manager Garry Williams for posing as the monster.

● As one of C + VG's greatest fans I was thrilled to see the introduction of a regular Fantasy Role Playing section, to go with the Play-By-Mail. It was great to have a computer mag not dealing totally with computer games like most of the others.

Every issue I have opened the pages of C + VG hoping to find my two favourite sections expanded. You can imagine how pleased I was to find the F.R.P. section an extra page in size! But at the expense of one of the P.B.M. pages!

How can Wayne hope to cover everything in enough detail if you shorten his P.B.M. section. If you pick up *White Dwarf* you'll find it crammed full of information on the F.R.P. front, how Wayne crams so much into his few pages is just amazing.

When you read his sections I'm sure you'll find that there is a definite 'cramped' feel to them.

The only cure to this is to expand the sections - I hope you agree.

I know I'm sounding like more F.R.P. and throw the computer rubbish out but I'm not I own an Amiga and enjoy reading C + VG for its reviews. I just wish there was more F.R.P. Particularly L.V.R.P. as Wayne's write-ups on *Labyrinth* are really fun to read.

Keep up the great work on Shuk and Doode, they're great!

Gary Doyle,
Thordon, Suffolk

If you've got something to say about the world of computer games, don't keep it to yourself. Write to Mailbag, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

● Editor's reply: We've received quite a few letters asking for the FPR and PBM sections to be expanded - just as we've received letters asking for almost every other section of the magazine to be expanded. Unfortunately, we do not have unlimited space, and we are - and will remain - primarily a computer games magazine.

Sorry, but that's the way it goes.

● A face so repulsive, a brain so small, an IQ of minus 10, a repulsive in his own luncheon (in fact, anytime). Who could it be? ARGHHH! It's Wayne (Wimps And Yobos National End-Pieces).

What right has this freak got show his (word deleted). His face looks like something out of *Lord of the Rings*! No offence meant, but this (word deleted) has no right to be in a computer magazine. Maybe if you put him in a (word deleted) mug, he would go down better. Is it male or female? Personally I couldn't tell the difference between it and (rest of sentence deleted). Apart from being a pervert, he might be okay. What planet does he come from?

I hate Specyevs, Commys, STs, Amigas and all other shoebox offerings. Personally, I own an Archimedes. I am also a complete an utter (word deleted).

PS I also lie a bit.
David McGiffog
Largs,

Scotland.

Editor's reply: Thanks for your forthright letter, David, and for the charming drawings which accompanied it. Do I sense a slight antipathy towards Wayne or do you think you secretly like Play-By-Mail? Anyway, Wayne says he hopes to meet you soon. Preferably in a dark alley.

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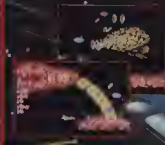
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